

## **History**

**COLLABORATORS**

	<i>TITLE :</i> History		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 19, 2025	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## History

### 1.1 History of TaskForce

V0.38

TaskForce (22.08.99)

- \* added path-finding for player units
- \* replaced Next Unit button by Use Item

Editor (22.08.99)

- \* units can also be assigned to the CPU team using Alignment

V0.37

TaskForce (13.07.99)

- \* fixed a bug in the line-of-sight calculation
- \* reinforcements could result in corrupt save files
- \* fixed gadget positioning for large screen modes
- \* if an unconscious unit of the human player died at the end of the turn the player's unit information was displayed on the CPU turn
- \* improved computer player
- \* limited sight on Normal level to 30 blocks

Editor (27.06.99)

- \* 'mobile' flag now applies to all computer units
- \* computer units can be given simple commands
- \* new event Give Orders

V0.36

TaskForce (03.06.99)

- \* fixed two Enforcer hits
- \* added depth gadget to inventory window to prevent open requesters in the background from locking the game
- \* most parts of the computer player rewritten
- \* units may be selected using the function keys

Editor (23.05.99)

- \* new item Toolkit
- \* new objective Repair
- \* items may be marked to be undroppable

V0.35

TaskForce (25.04.99)

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- \* trying to swap empty unit slots trapped the game
- \* reinforcements now appear correctly if their entry point is blocked
- \* English version now works correctly after unpacking
- \* items on the floor will prevent doors from being closed, thereby accidentally deleting themselves
- \* inventory key commands localized
- \* loading guns in inventory now possible
- \* ammo can be removed from weapons

Editor (22.04.99)

- \* fixed a bug which would mess up a so far unimplemented feature

<old releases deleted>

V0.17

TaskForce (06.03.98)

Editor (05.03.98)

- \* first public release
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