

History

COLLABORATORS

	TITLE : History		
ACTION	NAME	DATE	SIGNATURE
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)

- * 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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