

History

COLLABORATORS

	<i>TITLE :</i> History		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		April 14, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

History

1.1 History of TaskForce

V0.34

TaskForce (05.04.99)

- * in some cases explosions would cause crashes or random behaviour
- * fixed possible crash when cycling units
- * dropping stackable items didn't always reduce the unit's load
- * taking stackable items could make items in the same slot disappear
- * Kill objective always gave points to the team of the deceased unit
- * fixed problem with the overview map display
- * Grenade Launchers still fired through walls
- * supports custom screen sizes
- * improved user interface
- * computer units won't open locked doors if they carry the key

Editor (17.03.99)

- * fixed text import problem
- * fixed a bug in the unit generation routines
- * supports custom screen sizes
- * it's now possible to make players lose points
- * added menu item to translate unit names comfortably

V0.33

TaskForce (15.02.99)

- * crates and barrels didn't explode when hit
- * different handling of explosives
- * neutral units may move around now
- * localized

Editor (03.02.99)

- * removed Prime Explosives event
- * removed Barrels team
- * maximum length of imported texts is now 1000 characters
- * option to display messages for all objectives
- * added mobile flag for non-aligned units
- * talk option for all units
- * new event New Talk
- * user-definable messages for victory and defeat

IMPORTANT NOTE: The internal mission file format has changed once

again. All missions created with older versions of the editor cannot be used with V0.33 and up of TaskForce and the editor. The archive contains a converter in the Tools directory. Simply feed it your mission directory (e.g. DH0:Games/TaskForce/Missions) and all older missions will be updated. You still have to rename them to conform to the new conventions and copy them to their parent directory. As always, saved games are lost.

V0.32

TaskForce (06.01.99)

- * pressing the inventory button with no unit selected crashed the game
- * door locks were likely to cause crashes
- * barrels liked exploding so much they didn't stop
- * Escape and Kill objectives didn't set mission flags correctly
- * CPU units won't run into units blocking their path
- * items on impassable blocks will be destroyed
- * cycle through your squad's inventories
- * added screenmode requester

Editor (05.01.99)

- * didn't load missions with items lying around
- * added screenmode requester
- * added event priority
- * new event Remove Events
- * new option for Escape objective to check for items
- * added sports car blocks

V0.31

TaskForce (25.12.98)

- * unit stats were not displayed correctly on inventory screen
- * explosions don't penetrate walls any more
- * fixed minor problem with display of CPU units during CPU turn
- * a small frame on the overview map marks the visible map area
- * damage effectively decreases a unit's AP
- * new and improved title screen
- * selects screen mode using BestModeID() for OS 3.0+
- * uses NewLook menus for OS 3.0+

Editor (21.12.98)

- * fixed possible crash when editing Play Sound events
- * removed a couple of Enforcer hits
- * a small frame displays current position on the overview map
- * Change Tile event also works if square is occupied
- * events and objectives automatically initialized at creation time
- * selects screen mode using BestModeID() for OS 3.0+
- * uses NewLook menus for OS 3.0+

<old releases deleted>

V0.17

TaskForce (06.03.98)

Editor (05.03.98)

- * first public release