GANGSTERS: ORGANIZED CRIME UPDATE 2

Update 1-22-1999

This update was created for Gangsters: Organized Crime. To install the update, double click on the update icon that has been copied to your computer. The program will automatically update your version of Gangsters.

This update replaces patch 1, and incorporates all previous features.

Fix List:-

* When arrested gang members are released, they are now replaced in their teams correctly.
* Buying certain types of buildings could cause crashes under rare circumstances

Added:-

* The tagged characters box now has tooltips and help on the Gang Members and Orders buttons.
* Right clicking in a tagged window will now bring up a box showing the character's attributes. Right click again to remove the box.
* The message box now has buttons allowing you to filter messages about the different gangs, the police and the FBI.
* An in week flee button has been included. This button instructs the selected hoods to run away from their current position. The hoods will run for away for a few blocks before stopping and attempting to carry out their orders again.
* A button has been included that will allow you to recruit all the available hoods and move them directly into the pool.
* If the police join in a gun fight between your hoods and those of another gang, your hoods are now less likely to stand and fight with the police once the opposing gang members are dead.
* If your hoods are attacked, they now check the number of all opponents in the area before deciding whether to fight or flee.
* Successful police investigations are now more dependent on witnesses to the crime.
* The police now arrest from a shorter distance.
*A shield now gets prefixed to any hood's name if known, if he is flagged as being wanted by the police or FBI.
* Hoods are now released from the HQ at a greater rate.
*No of CD tracks check removed.

*Other minor fixes and enhancements.

Thanks to all who kindly pointed out errors we had missed in test and suggested improvements. We hope you enjoy the changes.

UPDATE HISTORY

Gangster patch 1-5-1999

Fix list:-

Snitches skill is now saved and loaded.
Snitches now work in scenarios.
Team name no longer gets changed when editing orders from the 'This weeks orders' report.
Game disk can now be in any drive.
ToolTip delay now set correctly.
'Team' no longer gets appended to lieutenant's name in non-English versions.

CD timer now gets reset correctly.
Some copy protection issues resolved.

Added:-
An asterix now gets prefixed to any hood's name if known, if he is flagged as being wanted by the police or FBI.

And the following.... not yet tested...
MPlayer - Synchronization errors at launch.
MPlayer - Other connection problems.
MPlayer - Numbers are not allowed to be a part of names.
MPlayer - Both game moderator and client can control time in the game.
MPlayer - Remove splash screens from multiplayer launches.
MPlayer - End