

## Flanker 2.02

US/UK Patch  
April 4, 2000

This patch is for the US/UK versions only.

Please note that this is not the last patch that is planned. As we evaluate player feedback, we will continue to improve Flanker.

This is a comprehensive patch that includes all improvements made in the 2.01 patch.

### 2.01 Improvements:

1. Program now works with all available Voodoo3 drivers.
2. The Gun piper now correctly calculates the impact of shells against targets in high G turns.
3. SAMs now auto-destruct when they lose lock on a target.
4. Cancel button was introduced in the checking Flanker 2.0 CD dialog. If user presses this button, he will exit the program without any additional checking. OK button was changed to Retry button.
5. Nagging Nadia no longer talks after the player has ejected.
6. The Debriefing now takes into account ships destroyed that are static objects.
7. A random crash in the campaign editor was fixed.
8. A problem with breaks in the sea surface textures was corrected.
9. The motion of the pilot's head in external views was corrected.
10. Fuel consumption for a number of aircraft was fixed.
11. There is a much less noticeable pause at the start of a player's first mission.

### 2.02 Improvements:

1. Mini-HUD is now included in all HUD Modes.
2. Padlock in SHLEM mode has been simplified.
3. Chaff and Flares can be released one at time or continuously.
4. Trim adjustment is now more gradual.
5. Tires now screech upon landing.
6. CTRL-L toggles formation lights on and off.
7. Tail hook down indicator light added for Su-33 cockpit.
8. ALT-V now toggles on Immortal Mode in Single Player missions.
9. Use of Immortal Mode is now recorded in the mission debrief.
10. Immortal Mode is no longer available in Multiplayer missions.
11. U key now automatically places your Su-33 into launch position if on an aircraft carrier.
12. Keyboard commands for Trim will now function with or without a joystick.
13. Pilot name added to status bar in outside views during Multi play.
14. Sound volume of engine and gun sounds have been increased.
15. Recover option now restores aircraft as fully repaired, fueled and earned.
16. CTRL-J now displays joystick position on the HUD.
17. Glow intensity of HUD at night has been decreased.
18. Users plane now has HUD glow at night.
19. SAM and Air-to-Air missiles now self-destruct when missile speed is less than the target speed. Except in cases of head on trajectory.
20. Auto thrust indicator has been added to the instrument panel.

21. Ability to save network game information has been added. (HOST/Client, TCP/IP or IPX, IP address, Name, Host mission visible/invisible, able/unable to load your mission above host's)
22. Client now has the ability to add a wing to the host's mission.
23. Player is now able to land on a carrier when not in NOC mode.
24. Current game type (L/H/C(Local, Host, Client)) is now displayed in Status Bar.
25. AGM-88 range is now correct.
26. The Continuously Computed Impact Point (CCIP or pipper) is now functioning correctly.
27. Options Menu now includes the ability to select from three levels of texture map detail for PCI card owners.
28. Air-to-Air missile logic is fixed in multiplayer.
29. Overall frame rate has been improved.
30. Auto throttle now correctly disengages after autopilot is released.
31. Ordnance is now correctly drawn on aircraft with folded wings.
32. The AI will no longer immediately detect when an IR weapon is launched.
33. In game credits now play in their entirety.
34. HUD now correctly updates when switching from Air to Ground weapons to Air to Air weapons.
35. The Z and Y keys are now correctly mapped.
36. SAM effectiveness has been lowered, terrain masking and counter measure effectiveness has been increased.
37. Contrails no longer appear when engines are off
38. A-10, Su-39, Su-25 can no longer lock on air targets with radar.
39. Framerate at mission start has been improved.
40. Incorrect target designation with Kh-29TE is fixed.
41. Semi-Active Radar Homing (SARH) missiles now lose lock if the target is no longer illuminated.
42. Bombs now accelerate correctly upon release.
43. Wingman AI is better able to avoid colliding with player's aircraft during hard maneuvering.
44. Wingmen now turn on formation lights when the leader does.
45. Wingman AI is better able to avoid colliding with other friendly AI aircraft when attacking the same target.
46. Recovering from a saved mission no longer regenerates the users plane on the grass.
47. The cannons on the F-16, Mig-23 and Mig-27 now fire from the correct location.
48. Tu-160's contrails are now drawn correctly.
49. Landing gear now correctly compresses upon touchdown.
50. Patriot SAM launch zone is now correct.
51. Canopy no longer appears during the ejection sequence if it has been destroyed.
52. In the Editor, the "Help" drop down menu has been correctly renamed "About".
53. AI aircraft will now default to deploying anti ship weapons rather than just deploying anti radar weapons against enemy ships.
54. Weapon pylons on the F-111 now properly sweep with the wings.
55. Rearview mirrors now correctly update while in padlock mode.

#### Known Issues:

1. Voodoo cards still need to have their desktop set to 16-bit color in order for Flanker to run properly.
2. Some missions created in previous versions may not be compatible with Flanker 2.02.

3. The following training missions need to be modified in order to work correctly in Flanker 2.02:

Head Up Display  
Introduction to the Flanker  
Multi Functional Display

For these missions to work, first the .TRK files, located in the Flanker 2.0\Training\ folder need to be renamed.

Head Up Display.TRK  
Needs to be renamed: HUD.TRK

Introduction to the Flanker.TRK  
Needs to be renamed: Introduction to the SU-27.TRK

Multi Functional Display.TRK  
Needs to be renamed: MFD.TRK

Also, in the Flanker 2.0\Sounds\Tracks folder are three sub-folders that need to be renamed:

Head Up Display.TRK  
Needs to be renamed: HUD.TRK

Introduction to the Flanker.TRK  
Needs to be renamed: Introduction to the SU-27.TRK

Multi Functional Display.TRK  
Needs to be renamed: MFD.TRK