

## Description

This update (released June 22, 2004) makes the following updates to Ground Control 2.

## NEW FEATURES

- \* Added automatic content (map) download when joining a multiplayer server.
- \* Added Record & Replay of single player and multiplayer games.
- \* Added support for joining games from GameSpy Arcade.
- \* Added new in-game Slim GUI (enabled/disabled in the Visual Options menu).
- \* Added Super Slim GUI (only mouse + shortcuts enabled) by pressing F10 in-game. Press F10 twice to return to normal GUI.
- \* Added "map bookmarks". Press CTRL-F1..F8 to record a map position and press F1..F8 to move camera instantly to the position.
- \* Massgate(TM) player chat list is now sorted in alphabetical order.
- \* Added Massgate(TM) server list filter for Not full/Not empty.
- \* Added scorch marks.
- \* Added shorelines.

## BUG FIXES

- \* Fixed a firewall problem where a patch file list could not be downloaded which made all menus disappear.
- \* Fixed bug with MP options. You cannot enter negative numbers in Score limit, Time limit, Starting AP and AP Gain any more.
- \* Fixed the progress bar so it can be hidden from script.
- \* Fixed bug: Unable to create a Massgate(TM) account if the font size is minimized.
- \* Added a limit of max 10 number of chat rooms per player.
- \* Changed so the game doesn't close if cd-key authentication fails. Returns to main menu instead.
- \* AI behavior improved.
- \* AI now uses support weapons NSA Radar and Viron Drop pods.
- \* AI now uses NSA Snipers properly.
- \* Fixed bug: Sometimes the Anti Missile System (AMS) did not stop single missiles/grenades.
- \* Fixed bug: View & weapon range circles now follow the terrain.
- \* Several other minor issues.

## BALANCE CHANGES

- \* GENERAL
  - o Maintenance model changed to reflect new unit maintenance values.
  - o All units now have different maintenance values.
  - o All battlefield units have Presence 1 (i.e. they will count towards no presence rule). Note that Deployable Structures do not count towards presence on the battlefield.
  - o Changed Viron Dropship armor from Exotic to Reinforced.
  - o Changed NSA Dropship armor from Exotic to Reinforced.
  - o Increased AP cost for Dropship weapon upgrades (NSA & VIRON).
- \* NSA
  - o Rocket Vehicle
    - + Decreased Anti Missile System (AMS), Increased weapon range
  - o Heavy Terradyne
    - + Decreased incoming damage multiplier (secondary mode)
  - o Combat Engineers
    - + Decreased healing rate for secondary mode
    - + Decreased healing rate for primary mode
  - o Mobile Artillery

- + Decreased slot size
- + Decreased AP Cost
- o Assault APC
  - + Increased AP Cost, Decreased Health, Decreased auto cloud spawner damage per sec,
  - + Decreased reload time for secondary shooter, Increased rate of fire, Added blast damage
- o Transport Helidyne
  - + Increased Anti Missile System (AMS) efficiency (secondary mode)
  - + Increased speed in primary mode
- o Light Helidyne
  - + Reduced view range
- o Sentry gun
  - + Reduced reload time
- \* VIRON
  - o Fighter Helidyne
    - + Increased dropship occupation
    - + Decreased missile damage
  - o Penetrator
    - + Decreased weapon damage (secondary mode)
  - o Missile Vehicle
    - + Decreased Anti Missile System (AMS)
  - o Great Corruptor
    - + Decreased health
    - + Decreased auto cloud spawner damage per sec
  - o Screamer Helidyne
    - + Changed damage type (primary)
    - + Increased weapon damage (primary)