M1 Tank Platoon II v1.1 - Patch Readme File
April 22, 1998

Please Unzip the M1TP2v1-1.zip file directly into the M1 directory.

This document addresses issues from M1 Tank Platoon II, including fixed bugs, altered controls, and new additions to the game. For further information, consult the original M1 Tank Platoon II Readme.txt file or the FAQ at Microprose's Web Site, www.MicroProse.com.

Fixes:

CITV Target Designation - Designating targets for the gunner now functions properly in the Tank Commander's Cockpit Screen. When designating a target in the CITV of the TC Cockpit, the Gunner will automatically drop what he is doing and engage the enemy target.

Shooting through Forests - Now, neither friendly nor enemy vehicles will fire on targets through forests.

Seam Removed in Glide Mode - The "seam" in the sky visible when playing in Glide mode has been removed.

Joystick Controls Function Properly - The joystick hat will now load the selected ammo round as per the manual. Joystick buttons 2 to 4 work according to the manual. In addition to this, a continual button press will not bounce.

Threatening Helicopters - In this patch, helo engagements have been tweaked to stop the truce between helos and to make the helos more of a balanced threat to tanks (and your helos and enemy tanks).

Override Gunner Ammo Selection - Now the ammo you choose will override the computer gunner's choice. This will not change until you relinquish control of the gunner or the gunner has destroyed the current target.

COAX Does Not Affect Main Gun Round - You can now switch back and forth from a Main Gun round to the COAX without having to reload the Main Gun round.

No Main Round Bursts - The Main Gun will fire one and only one Main Round at a time.

CITV Inoperable when Damaged - When the CITV is damaged, you see a blank screen in the Tank Commander's Cockpit.

Gunner's Primary Sight Inoperable when Damaged - Just like the CITV, the GPS will be blank if gunner or both gunner and tank commander are killed.

50 Cal. No Longer Functions when TC is Dead - If the tank commander is dead, you can no longer manipulate the 50 cal. Machine gun.

Keyboard Commands Function Correctly - Keyboard commands (hotkeys) now work according to the manual.

Multiplayer Fixes - The Multiplayer game is much more reliable. Synch problems have been addressed, and the Host can no longer jump into other players' tanks. Player names are now associated with in-game chat messages (which stay on screen much longer). Also, other players' smoke grenades show on your screen.

Voodoo Rush Support - Voodoo Rush cards are now supported in Glide Mode.

Changes:

Damaged Tanks Pop Smoke - In this patch, both friendly and enemy vehicles will pop smoke to cover their tracks when damaged.

Mouse/Joystick Pan Control in Chase View - Now, both the mouse and joystick control panning in the Chase View. The joystick functions automatically, a left mouse click takes control and a right click stops panning. (Similar to the way the GPS and Outhatch views function.)

Additional Art in the Outhatch View - The tank's hull and turret are now visible in the TC Outhatch view, which gives the tank commander added situational awareness.

50 Cal. Movement Relative to Turret - In the patch, the 50 cal. will turn and bounce relative to the turret and to tank movement. Pressing the [K] key will stabilize the machine gun, like in the original game.

CITV Turret Clock Made Larger - The CITV turret clock has been enlarged and is much easier to read.

Tank Commanders' Life Expectancy - Tank Commanders using the 50 Cal. are now more likely to be killed by artillery and enemy fire.

More Explanatory Messages - More explanatory text messages have been added for features such as Arrow-key Driving, Smoke Generators ON/OFF, and AIR/GROUND mode.

<u>Interior Cockpit Views</u> - Interior cockpit views have been altered according to the time of day of the mission. (i.e.: In night battles, your cockpits will appear darker than during day missions.)

Additions:

<u>Bino View and Night Vision</u> - Binoculars and Night Vision Goggles (NVG) have been added to the TC Outhatch view. The [Z] and [X] keys toggle binos on and off and the [T] key toggles Night Vision on and off.
<u>Artillery-Delivered Smoke</u> - Artillery-Delivered Smoke has been added for Assault missions and Movements to Contact to cover your platoon's movement. Smoke can be called the same way as other artillery. (High detail only.)
<u>Hull to Gun ([Shift]-[G])</u> - Now, you can move your hull's position relative to the turret, so as to provide maximum protection when engaging targets. [Shift]-[G] in the TC Outhatch will turn the hull to the 50 Cal.'s current direction. [Shift]-[G] in the TC Cockpit will turn the hull to the CITV's current direction.
<u>Menu Bar Animation ON/OFF</u> - Menu bar animations can be turned on and off in the Configuration screen.
<u>Contour Line Highlights in the Main Map</u> - Pressing the [L] key will toggle contour lines on and off. This makes viewing terrain elevation levels much easier in the Map Screen.
<u>[Alt]-[F] Key Removes Flicker</u> - Pressing [Alt]-[F] will remove Battleplanner/Map Screen flicker on video cards that do not support "DDraw BlitSync" function. (With the Diamond Viper 330, hitting [Alt]-[F] will correct Main Screen blackout.)

<u>Joystick -</u> Remember, if you have "drift" problems, or other control problems, please make sure you are in the main joystick port. If you have more then one, this could cause a problem.

Cards Supported in Direct 3D:
Matrox Millenium
Intel 740

The M1 Tank Platoon Team thanks you for your support and suggestions. We hope you enjoy the changes and additions we have made to the game in this patch. We worked around the clock to provide the maximum amount of features and gameplay with the least resistance to your computer's abilities. Lead On Commanders!

For additional information, E-Mail questions and comments to Sgt. Dubose, Mdubose@Microprose.com.

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