

ReadMe file for TacOps Update1.0.4 - Public Download Patch Version.

SUMMARY.

Instructions follow on how to update your copy of TacOps versions 1.0.0 through 1.0.3 to version 1.0.4.

The update is a package consisting of an update installation program and several data files. In its public download configuration, the update package starts out as a zip file named tacop104.zip. This file must be unzipped before the update installation program can be run. Any unzipping utility that is fully compatible with PKUNZIP should decompress it.

STEP WISE INSTRUCTIONS.

1. Create a new folder or directory on your hard drive to hold the unzipped installer package - or use an empty floppy disk.
2. Unzip the file named tacop104.zip into its component files so that the unzipped files end up in the hard drive folder that you created in step 1 - or on a floppy disk.
3. With Windows running, run the file in the installer package named "install.exe" - this is the installer program.
4. The installer program will now attempt to verify that you have a previous TacOps Game System (any version). If verification fails, the installer will display an alert dialog and it will then quit without changing anything. If verification fails, you should reinstall TacOps from your factory disks/backups and then reattempt to apply the v1.0.4 update installer to that fresh game system. Once ownership verification is successful, the installer program will automatically replace the following three files: tacops.exe, wtacres.dll, and tacops.mrc. This completes the installation. The update installer package can now be deleted from your hard drive.
5. Run TacOps, skip through the two splash screens, and then look at the bottom of the window named "TacOps Startup Window". If update installation was successful, you should see the number "1.0.4" at the bottom of this window.
6. Read the information below for details on what has changed in TacOps versions 1.0.1 through 1.0.4.

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Change Report - TacOps Update 1.0.4

User requested enhancement. An APC will now ignore SOP instructions to unload infantry while the APC is in water.

User requested enhancement. The priority targeting button settings in the Unit Orders Window have been extended to also control ground unit fire checks against airstrikes. Previously, the priority targeting buttons (Target Unit, DF TRP, and or Target Type) were ignored for ground unit fire checks against airstrikes.

User requested enhancement. Deleted ability to setup recon and sniper units anywhere on a map without a warning being generated in two player games that they had been setup outside of normal setup limits. Done to close a cheating loophole that was recently reported. It should be noted that there are some scenarios where it is legal according to the scenario mission text to setup recon and sniper units outside of normal setup limits. In such cases a warning will still be provided.

Fixed crash bug. The program would occasionally hang up while the AI/Computer opponent evaluated the usefulness of continuing a point assault while using a particular style of attack formation.

Fixed bug. Added a default setup area, one pixel square in size that will be used in any scenario that does not otherwise have a setup area for a given side. Some scenarios do not have on map setup areas for a given force because all standard units enter the map after the game starts. Prior to this change, in such scenarios, a cheating player could setup units (added to the game by the Add One Unit menu item) anywhere on the map without a warning being generated to the other player in a two player game. Done to close a cheating loophole that was recently reported.

Fixed bug. The program would often display a blank ammo report due to its not being able to identify enough free memory to display very long ammo reports in very large scenarios.

Fixed bug. Attrition/victory points were not being awarded for infantry units removed from play due to their being unloaded from an APC into water.

Fixed bug. If a unit was given a hard/high priority DFTRP and if that unit was also given a soft/low priority target type, the program would ignore targets of that type that were located within the radius of the DFTRP.

Fixed bug. Unit Orders Window - Set DFTRP button. Setting a DFTRP with a radius greater than 1819 meters would cause the DFTRP ring to later not be drawn properly. Setting a hard/high priority DFTRP with a radius greater than 1819 meters would cause targets inside the DFTRP radius to be ignored during combat.

Fixed bug in Task Force Fenwick scenario - incremented Fenwick version to 0.0.2. Program assessed a draw (i.e. both US and OPFOR mission failure) in a situation where the US player exited the required percentage of his forces while not achieving all of his building entry and clearing sub missions. Program should have awarded "Mission Accomplished" to the OPFOR player in such situations.

Fixed bug in Task Force Marks scenario - incremented Marks version to 0.0.2. Program assessed a draw (i.e. both US and OPFOR mission failure) in a situation where the US player exited the required percentage of his forces while not achieving all of his building entry and clearing sub missions. Program should have awarded "Mission Accomplished" to the OPFOR player in such situations.

Fixed bug. Player passwords were not being encrypted prior to being written to saved game files and PBEM orders files. Thus they were easily available to a snoopy user armed with a text reader.

Fixed bug. Unit Orders Window - Get Add Orders button. If a stack of units was spread out in the process of the user selecting a unit from which to copy orders, the stack would not be immediately collapsed and redrawn.

Fixed bug. If the user had the map configured to plot fire support markers and artillery Target Reference Points, and if an enemy or friendly unit exited the map at the end of a combat phase, the fire support markers and artillery Target Reference Points would not be automatically redrawn at the beginning of the following orders phase.

Fixed bug. In the case of maps smaller than the screen, when the map window was minimized and then maximized/restored, the window returned larger than the map - i.e. the map was surrounded by an empty gray background.

Fixed bug. By using the delayed orders load button (labeled "L" in the Unit Orders Window) it was possible to inadvertently order a HMMWV to load itself. The result of this would be that the HMMWV and any troops that it was carrying would disappear.

Fixed bug. Changed method of calculating force ratios for use in the game status report to make all ratio displays consistent.

Fixed bug. If the Options/Change Units menu item was used to request the exchange of a smaller infantry unit for a larger infantry unit and if that infantry unit was embarked on a vehicle and if that vehicle would be overloaded after the exchange, the program would not offer the user a variety of options to solve the problem.

Fixed bug. If the Options/Change Units menu item was used to exchange a smaller infantry unit for a larger infantry unit and if that infantry unit was embarked on a vehicle, the program would fail to properly update the number in the APC's record that tracks the number of embarked troops.

Fixed bug. If the Options/Change Units menu item was used to exchange a smaller infantry unit for a larger infantry unit and if that infantry unit was embarked on a vehicle and if that vehicle was overloaded after the exchange, the program would hide the instant unload button in that vehicle's Unit Orders Window.

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Change Report - TacOps Update 1.0.3

USER REQUESTED ENHANCEMENTS v1.0.3:

User requested enhancement. Added following US units to the game data base: M551 Sheridan tank, M167 Vulcan Anti Aircraft Artillery (Towed), LAV Command & Control variant, LAV Logistics variant, LAV Maintenance and Recovery variant, M198 155mm towed howitzer and M119 105mm towed howitzer. To tow/unlimber the M119 or M198, open the Unit Orders Window for a vehicle that is adjacent to one of these guns and click on the "Load"/"Unload" button same as you would if you were loading infantry into or onto the vehicle. The M198 can only be towed by the standard truck unit or by the HEMMT cargo truck unit. The M198 can be lifted by the CH46, CH47, and CH53 helicopters. The M119 can be towed by most vehicles, but it would be more realistic for the player to limit its towing to HMMWVs and trucks. The M119 can be lifted by the UH60, CH46, CH47, and CH53 helicopters.

User requested enhancement. Added following Canadian units to the game data base: Lynx Reconnaissance Vehicle, Grizzly APC, Cougar Fire Support Vehicle, Huskey Armored Maintenance and Recovery Vehicle, and SRAAW Team armed with 84mm Carl Gustav antitank rocket launcher.

User requested enhancement. The OPFOR ZU23 wheeled anti aircraft gun can now be towed by just about any vehicle - same applies to the newly added US M167 Vulcan wheeled anti aircraft gun. To tow/unlimber one of these guns, open the Unit Orders Window for a vehicle that is adjacent to one of these guns and click on the "Load"/"Unload" button same as you would if you were loading infantry into or onto the vehicle.

User requested enhancement. Added a Line of Sight button to the Unit Orders Window. Clicking on this button will activate the line of sight tool. The tool will be automatically pinned to originate from the center of the unit and it will be configured as thermal or non thermal per the capabilities of the selected unit.

User requested enhancement. The Change Units & Weapons menu item is now available while the unit setup/deployment window is open. Units can now be changed while still in the

setup/deployment window.

User requested enhancement. Increased troop cargo capacity of the LAV25 APC from 4 to 6.

User requested enhancement. Gave thermal sights versus air targets to the Canadian Javelin SAM.

User requested enhancement. On startup, the map window now automatically resizes itself to closely fit the map when a map is loaded that is smaller than the user's screen (i.e. no more gray window content showing on right and bottom of map window).

User requested enhancement. Changed the suggested default name from "AutoSave" to "SaveGame" in the file dialog that is summoned by using the File/Save Game menu item. Several users suggested that it was confusing for the program to appear to suggest that the same name should be used for both manual and autosaves.

User requested enhancement. In PBEM mode, the program asked the player if he wanted to use a password every time he reloaded a saved game. The question is now only asked one time - during the setup turn.

User requested enhancement. Added a "Do you really want to do this" alert to follow selection of the New Game menu item. A user reported that he had been dumped out of several games by inadvertently selecting the New Game menu item.

BUGS FIXED v1.0.3:

Fixed bug introduced in v1.02. The computer opponent in some scenarios was always picking the same opening move/battle plan.

Fixed bug. If a scenario was in use that had a map that was smaller than the user's screen and if the user inadvertently activated the Hand Scroll Tool, the map would often scroll oddly and be redrawn on the screen with two upper left corners.

Fixed bug. If a scenario was in use that had a map that was smaller than the user's screen and if an arriving (inaccurate) arty mission fell outside the visible map, the map would often scroll oddly and be redrawn on the screen with two upper left corners. The program would then often lose its focus and subsequent arty explosions and some unit symbols would often be drawn off the actual map.

Fixed bug. If a US player decided to add optional units to a game and if those optional units began the game "off map" and if those optional units were coded so as to be blended in with already added "off map" units for which an entry point had already been selected, after the units were added the program would sometimes wrongly return the US player to an OPFOR optional unit selection window instead of returning him to a US optional unit selection window.

Fixed Bug. The per turn chance of receiving extra air sorties and extra off map arty ammo was being resolved with a one percent higher probability than the scenario settings actually called for.

Fixed bug. Unit icons were not being drawn in the window summoned by the Options/Change Entry Time US Time and the Options/Change Entry Time OPFOR menu items.

Fixed bug. US Follow-on Forces Window. At largest counter size, the times were slightly off center from the icons and were partially covered by the icons.

Fixed bug. Optional Units Window. At largest counter size, the icons were partially cut off by the bottom of the window on some systems.

Fixed bug. The Options/Change Entry Time menu item did not allow the changing of US entry times in some scenarios.

Fixed bug. Change Air Support Window. The window would sometimes not let the player add or delete OPFOR air missions in solitaire mode.

Fixed bug. Change Air Support Window. Program would sometimes not let player change the OPFOR chance of unplanned air support.

Fixed bug. In one unusual situation, loading a helo by using group selection plus the Setup/Load menu item would produce ghost units.

Fixed bug. Program would crash on some systems if the user maximized the map window to be larger than the map graphic and then tried to setup a unit in the non-map area or on the Windows desktop.

Fixed bug. The following sequence produced an unwarranted display of the optional units selection window in some scenarios. Start TacOps, select US player in a PBEM game and select a scenario. Setup US units. Use the Options/Add Optional Units US menu item to add an optional unit. Select the File/New Game menu item, then select OPFOR player in a PBEM game and select a scenario. When the scenario finished loading the OPFOR optional units selection window would wrongly appear in some scenarios.

Fixed bug. Preferences Windows. Pressing the button labeled "Restore Factory Defaults" failed to reset the factory default setting of "off" for the item labeled "No Enemy OOB Reports".

Fixed bug. Unit Orders Window for on map arty and mortar units. The arty/mortar status info line in the Unit Orders Window was sometimes erased and not redrawn after certain orders window activities. Example - clicking on the Supply button.

Fixed bug. Game interface colors were not restored after a minimize/maximize cycle.

Fixed bug. OH58 helicopter was listed in the data base as having a crew of 3 vice a crew of 2.

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Change Report - TacOps Update 1.0.2

USER REQUESTED ENHANCEMENTS v1.0.2:

Changed number one preference in Preferences Windows from "Startup Music" to "Startup Screens". If this item is "unchecked" the Arsenal and TacOps startup screens will be skipped. Reasons. There is no startup music in the Windows version and several users recently asked for a permanent option that would prevent the appearance of the two startup screens.

BUGS FIXED v1.0.2:

The T62M+ tank could not be accessed in the data base and it could not be added to a game or exchanged for. All program attempts to use the T62M+ yielded the T55M+.

US and OPFOR setup area frames were not automatically erased at the end of the first orders phase.

Mission Objective letters were sometimes not drawn in the correct place on the map if the map

had been scrolled away from the upper left map corner prior to the selection of the Map/Plot Mission Objectives menu item.

Changed the name of TacOps preferences file from "wtacop.ini" to "tacop102.ini". This file is located in the Windows directory.

The computer opponent sometimes failed to properly handle seizing, searching, and or defending certain irregular shaped mission objective areas.

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Change Report - TacOps Update 1.0.1

USER REQUESTED ENHANCEMENTS v1.0.1:

Games can now be saved during the setup turn while a Unit Setup/Deployment Window is open. When that saved game is later reloaded, the program will return the user to that same point in the program. Numerous users complained about having no option on quitting except to lose all their setup work in instances where they were interrupted by the real world while in the middle of setting up a large scenario.

Added a second "auto save" option. User can now select to either automatically archive just the last turn or all turns. When archived turns are reloaded they will produce identical combat results if the combat phase is started immediately after loading each archived turn. This feature is useful for quickly reviewing a series of turns in a training environment and it provides an extra margin of safety for club/CPX gaming situations.

If user selects "no sound" or "use click for sound", that choice is now recorded as a permanent preference.

Program now allows players to instantly resupply/rearm helicopters. Note - the AI/computer opponent will never choose to resupply its helicopters.

If a unit has firepower damage or mobility damage, the title bar of its Orders Window now includes the abbreviations "Fd" for firepower damage and "Md" for mobility damage.

UAVs now have thermal observation capability. The real world devices are probably FLIR but the game engine will refer to them simply as thermals.

In the Artillery Support window, ctrl+ click in an artillery info box/row will scroll the map so that the matching arty target marker comes into view if it is not already in view.

In the Air Support window, Ctrl+click in an artillery info box/row will scroll the map so that the matching air target marker comes into view if it is not already in view.

Removed most restrictions on unit type exchanges. Any ground vehicle in the game data base can now be exchanged for any other ground vehicle, any infantry unit type can now be exchanged for any other infantry unit type, and any helicopter type can now be exchanged for any other helicopter type.

Added the following units to the US/Canadian data base:

- 50 cal Machine Gun (dismounted)
- Artillery Forward Observer Team (dismounted) - See Note 1
- M163 Vulcan Self Propelled AAA
- Mk19 Automatic Grenade Launcher (dismounted)

Added the following units to the OPFOR data base:

- 82mm mortar (dismounted)
- 120mm mortar (dismounted)
- 2S6 Self Propelled AAA/SAM vehicle
- 1V14/15 ACRV (Artillery Command and Reconnaissance Vehicle) - See Note 1
- Artillery Forward Observer Team (dismounted) - See Note 1
- AT3 Sagger ATGM (dismounted)
- SA7 (dismounted) - See Note 2
- SA7B (dismounted) - See Note 2
- T55M Model1974 Tank - See Note 3
- T55M Model1974+ Tank - See Note 3
- T62M Model1975 Tank - See Note 3
- T62M Model1975+ Tank - See Note 3
- VTT323 IFV (North Korean version of Chinese YW531)

Note 1: If a US FO, or an OPFOR FO, or an OPFOR ACRV observes the impact of friendly artillery, the accuracy of the next salvo on the same target point from that artillery unit will be increased two levels.

Note 2: The SA7 can not engage helos that are flying at nap-of-the-earth altitude - the SA7B can.

Note 3: The use of a "plus sign" with the T55M and T62M tanks is unique to TacOps - I know of no military naming convention that includes a plus sign. The models that have a "plus sign" have slightly more armor and their main guns have significantly more penetration than the models without a plus sign. Any of these tanks might be appropriate to represent a 1990s low capability OPFOR such as North Korea, or for a 1980s/90s militia style OPFOR, or for a 1970s/early 80s Warsaw Pact OPFOR.

BUGS FIXED v1.0.1:

Crash bug. Game Status Report. Not enough memory was being allocated for the text buffer in the Game Status Report for large scenarios like Task Force DeGoey. If the text to be drawn in the report was larger than about 2K, the report trashed memory randomly. This caused inexplicable GPFs later in game play on some machines.

Potential crash bug. Options/Change Units & Weapons menu item. Not enough memory was being allocated to initialize the "from" array and the "to" array. They were each one cell too small.

Hang bug. During the setup turn, if the Setup Window was open and if the user did a Ctrl+click on a unit in the Setup Window to show the Unit Info Window, the program would not thereafter allow the movement of units from the setup window to the map and the user would have to restart the game.

If the user scrolled the map while looking at unit movement waypoint times, the "scrolled in" times would often be inaccurate.

Horizontal scrolling with the hand cursor did not work if the vertical axis of a map was completely visible on the screen (and vice versa) - problem only occurred with screen resolution of 1024x768 or greater.

Horizontal scrolling with the arrow keys did not work if the vertical axis of a map was completely visible on the screen and the horizontal axis of the map was not fully visible (and vice versa) - problem only occurred with screen resolution of 1024x768 or greater.

Unit Orders Window. Unit count number in window title bar did not update after completing a join unit action.

Sync bug. If the program did an auto map scroll to show an arriving MLRS or MRL salvo and if the user then quickly forced the map to scroll again before the haze or smoke was drawn, the combat results could go out of sync in two player network and PBEM games. User's report follows -> *** When a rocket arty mission is fired, and the map must be shifted to see it, the map only shifts to show half of it. I want to see it all to watch for secondary explosions.... So I click on the scroll bar while it shows the arty explosions. Before it displays the smoke and secondaries, it shifts - but the smoke is not moved with the map (the smoke hasn't been drawn yet, but it is as if it were drawn, then the map got shifted - but the smoke was stuck to the scroll bar and sticks with it, instead of with the map - so it does not wind up at the location of the arty barrage, and instead is planted and stays on whatever chunk of terrain got moved under it). Redraw does not solve this.***

Sound bug. Some users reported that the game turned its sound off from time to time during the combat turn. In the following orders phase if they selected the Options/Set Volume menu item they would discover that the program was set to "Sound Off". The bug fix involved removing the code that permanently turned off the sound in response to Windows temporarily refusing to play a sound. Now, if the Windows op system temporarily refuses to play a sound the game will just move on without taking any other action. When Windows later recovers its wits, game sounds will automatically return.

Deleted use of Ctrl+click in range limit edit box as trigger for setting range limits for all units. Added "all" button to fire control box to take its place. Done to address Windows system limitation. Program could not properly sense the Ctrl+click if the user had just entered numbers into the edit box.

With the Unit Orders Window open, if the user used a keystroke to abort the marking of a fire mission for an on-map arty unit, the program would sometimes undim certain menu items as if the Unit Orders Window was closed. This allowed the user to select menu items that conflicted with the Unit Orders Window being open.

If a custom scenario were created and if it were saved on the setup turn, then when that saved game was reloaded the program would wrongly impose setup area limits. Custom scenarios do not have setup area limits.

Unit Setup Window. Program sometimes dimmed the right corner close box on W95 machines. The close box being dimmed was confusing to some users.

Smoke at elevation 0 (i.e. on low ground) failed to block line of sight between two points when both points were at elevation 1 (i.e. on high ground).

If a mix of optional antithermal smoke and non-antithermal smoke was being used, and if non antithermal smoke was placed at a point on the map where antithermal smoke was already present, the antithermal setting at that map point would be lost.

The percentage short cut button in the resupply dialog was not large enough to properly show the number "100".

Moderate memory leak. Options/Change Units & Weapons menu item. Memory allocated to initialize the "from" array and the "to" array was not being released at the end of each change procedure.

Ctrl+click on an air target marker on the map brought up the Air Support window, but failed to select and highlight the appropriate row in that window.

If the user deleted an artillery TRP by using the "Delete Registration" button in the Unit Orders Window of an on-map arty unit, the Unit Orders Window failed to reappear after the deletion.

Program was allowing user to quit the program by clicking on the left (W3.1) or right (W95) goaway boxes in the main window title bar at times in the program when quitting should not have been allowed. Quitting at the wrong times would (1) sometimes not release the system resources of an open dialog and (2) would often allow the user to save a game in progress at a time when program data was not properly configured for the creation of a saved game file.

Best regards, Major H.