Fighting Steel
v1.02 Patch

COMPANY
SSI

SIZE
1.3 MB

ADDED
7/9/99

Changes/Fixes in the v1.02 of Fighting Steel are as follows:

- Crash/Lockup in the 3D Ship Viewer is now fixed.
- Fixed problem of Windows toolbar causing game to exit during game play.
- Gunnery damage to TR type ships is approximately twice as effective as before.
- Significantly improved the gunnery chance-to-hit if target is less than 2,000 yards away.
- Added "Close" button to all Target Selection pop-ups that did not have one already.
- Fixed problem of some campaigns ending immediately after starting them.
- When a ship sinks in 3D view, its searchlights and recognition lights will now turn off.
- The Auto Camera Event for the 'Enemy Illuminated' option now works.
- Fixed problem of some text messages not appearing on the screen for auto camera events.
- Future Plots for enemy ships in the 2D view are now red instead of blue.
- The graphic on Secondary ID Tags for BC type ships has been improved.
- In the All Ships Screen, division numbers for friendly ships are now blue instead of red.
- Auto Camera Events no longer cause vibrating Primary ID Tags.
- In Division Commander mode, firing lines now appear for all friendly ships (not just your division) if you have firing lines selected for all ships.
- Fixed Fire Button problem that occurred when launching torpedoes one mount at a time at the same target.
- Fixed problem of 'Enemy Ship Hit by Shell' auto camera event option still playing even when user has turned it off.
- In the Torpedo Panel, only targets with a valid interception point appear in the Target Selection pop-up.
- Problem of running out of light cruisers in campaign games has been lessened.
- The chance of a rudder hit has been cut in half, but the repair time for rudders has been increased.
- Probability of torpedoes hitting has been improved, particularly for broadside hits.
- Fixed inaccuracies with start dates for Campaign games.
- Torpedoes are now armed 60 seconds after launch (not at 1,000 yards per manual).
- In Division Commander mode, AI now takes control of ships that detach due to Missed Maneuver or Jammed Rudder.
- In the End Game All-Ships Screen, the ID Tags for each ship now show the victory points earned for damage to that ship (blue for friendly victory points, red for enemy victory points).