



# The BattleField

## Addendum

10/29/91

There have been a few changes in BattleField since 3.29. Among these are innumerable bug fixes, additions to the command list, and System 7.0 compatability.

### **Bug Fixes**

Well, there have been so many bug fixes along the line that I couldn't remember all of them if I was require to. Let me outline those that I've fixed in 3.60.

- The message base never quite worked up to this point. It has been fixed, and is now working.
- The command list (and these docs) have been updated to reflect new commands and functions.
- The double-spaced local echo found when displaying text files has been fixed.
- BattleField 3.60 is fully compatible with System 7.0.

### **New Commands**

There are two new commands in 3.60. A user may:

Station men in a sector  
Destroy a castle that (s)he owns.

The commands and related information are included in the command list.

### **Menu Changes**

I want to thank Maria Langer for her innovative menus. The entire menu system has changed -- give it a try. It's a little more 'sane'.

Some of the menu system files have been renamed. Please replace what you've got with the following:

Alliances Menu  
Castle Menu  
Outdoor Menu  
Utilities Menu  
Village Menu