1. Player switches tanks when destroyed (single player)
Next available player is searched
Only available when Wingman are ok

2. Player switches tanks when destroyed (Multiplayer)
Next available tank is searched
Only available when Wingman is ok

3. Player can switch tanks manually (Single, Multiplayer)
Player must switch to wingmans camera view (use mousetank)
If Wingman is status ok hit Ctrl-J to switch to that wingman

4. Collision with trees and Infantry no longer stops tank

5. Multiplayer: Keys for camera up/down in external view disabled to prevent cheating

6. Multiplayer: If wingman get destroyed the external camera of that wingman is deactivated to prevent cheating

7. Its no longer possible to drive into houses without destroying them (cheat in Multiplayer)

8. Damage for houses and surface are now shared among network players

9. Multiplayer Messageloop updated to improve reliability

10. Realism Panel is now in the main menü and can influence instant action (NEW!), single scenarios as well as campaign games

11. Switch to disable shadows (night mods)
(File: PE_GAME.INI, Section: HAL, Parameter: DisplayShadow)
If this parameter is missing or 0 shadows will be ON, otherwise off.
If shadows are off the fog and rendering distance is adapted to simulate the limited visibility during night missions.

12. Assault Guns now fully playable. Parameter 0/AGxx in unitdata now defines the angle the cannon can move left/right for assault guns.

13. Mousetank/Textwindow stays OFF when turned off

14. Collision Detection now also works when driving reverse

15. CustomA, CustomB, CustomC campaigns enabled when paramater "Enable_Custom_Campaigns" in section "Menusystem" is ON (=1). A "men" file needs to be defined to show them though (see below)

With the scenario editor a campaign needs to be created. The following modifications have to be done:
Folder: Texture/Textureset should exist with the name like the campaign, ie. CustomA1_8.bmp/CustomA1.TBL etc.

Folder: CustomA: Put all Objects the custom campaign A uses here, similar for B, C.

Folder: Desert/Campaigns: Create a new "GCustomA.cmp, USCustomA.cmp" etc, like the other cmp files to list the scenarios for the custom campaign. Other files are also references in there, so look at the existing cmp files what you need.
If anyone of those doesnt exist you cant start a custom campaign!

Important: If custom campaigns are enabled the menu system loads "gcustomcampaignmenu.men" and "uscustomcampaignmenu.men" instead of the default. In there you MUST define the button to start your campaign. The stuff in there is CASE sensitive. For samples look into "onlyC_gcustomcampaignmenu.men" and "onlyC_uscustomcampaignmenu.men"

Folder: ScenarioEditor (Project, Texture, etc) with the CustomA names respectiveley.

All other folders arent touched at all. Ie. you can create a custom campaign without modifying the original Panzer Elite files.

16. Mod Scripts (new PanzerElite.exe file)

The new PanzerElite.exe file now supports to call scripts right before a scenario starts and after it ends. These scripts can copy, rename or launch files for custom campaigns, scenarios or other stuff, like custom unit data or to show the mod makers logo on screen.

This function is activated if the paramater Enable_ModScripts, section Menusytem is ON (=1).

The filename of the script needs to be:
ModScript_[Campaignname].[BAT/EXE/COM] (start script)
ModRestore_[Campaignname].[BAT/EXE/COM] (end script)

Examples: ModScript_Normandy.bat or ModScript_Italy.exe or ModScript_CustomA.com
ModRestore_Normandy.bat or ModRestore_Italy.exe or ModRestire_CustomA.com

The mod files being called can be batch files, exe or com files. Only one is started though, whichever is found first (in case multiple files with the same name but different ending exist)

If you need to start mutliple files just make a batch file which startes them.

General guidelines: If your start script program modifies, renames, copies ANY files, then the restore script should restore Panzer Elite to its prior state. PLEASE DO SO, otherwise you create a mess of the users version.

17. Multiplayer: Host can now enter a name for the session, 16 characters length. Makes choosing sessions easier if more than one game exists.

18. DirectPlay modules corrected to fully use DirectPlay in MP, not a mix mode like before.

19. Allied tanks can now ZOOM with their optics if the flag "ZOM" is listed under special options in the unit data of that tank.

20. Rangefinder adjusted to prevent the 100 meter bug.

21. Multiplayer: You can no longer jump into a destroyed tank

22. AI gunner no longer shoots on destroyed tanks

23. Flying tanks phenomina: Respawn adjusted, View adjusted to further limit this problem.

24. Assault Gun spotting problem fixed. Now they spot and fight units better

25. Crash fixed if MG Type isnt defined in the Unitdata and the player fires the MG

26. You cant switch to Bow MG if it isnt defined. Graphic flickering fixed in this case.

27. If paramater "Play_Campaign_Video" in menusystem.ini shows zero then the historic videos arent shown either (prevents crashing on some systems with custom codecs)

28. AI for Turret MG activated. Only engages targets when Main Gun is active as well. Only engages infantry, exception: its penetration could kill the target, in that case it engages target too

29. Prevent permanent change of ammo of main gun if they targetted loaded units.

30. Target Marker reset now when the unit respawns (Multiplayer)

31. Scenario wavs now play even when the foldername is spelled wrong. Its no longer needed to change the filenames of the folders, the game now looks for BOTH.

32. Multiplayer: New info is being displayed. Two new color codings show who is server and who got different files than the server:

Yellow: Player is host of the game. His files are the REFERENCE files
Grey: Player has same system files as the host
Red: Player has modified system files than the host

The color codes are shown in front of the nationality.

The following files are compared with the host:
DESERTAI.DLL (AI)
RRHAL.DLL (HAL)
DP_DLL_AI.DLL (DP AI/HAL)
DP_DLLCHRIS.DLL (DP MENUE)
All UnitData

33. Bug in realism panel fixed for Multiplayer, where the AI spotting On/Off messed up the way the AI spots.

34. Pop Up Menu changed when quitting/scaping from a scenario. Now replay etc.works.