

v406AL change Log 22 January to 5 February 2024. Items below also added to v5 during this period. No work done on the v5 scenario editor features.

240122 worked on UAV code. Added variable UAV altitude control similar to helicopters; land, take off, fly at nap of the earth, and fly at medium altitude.

240122 to 240205 Added or adjusted following unit types.

GM Truck HQ 2t gl GefStd

GM Truck Cargo 5t Zetros

GM Trailer 7t (Will be removed later. v4 does not like trailers)

GM Trailer 12.5t. (Will be removed later. v4 does not like trailers)

GM Inf JgGrp HSch P8 - revival of old territorial units. Light infantry wpns.

GM Inf JgTrp HSch P4 - revival of old territorial units. Light infantry wpns.

GM Inf JgTrp HSch P2 - revival of old territorial units. Light infantry wpns.

GM Inf Recon AufklTrp P2, includes mid-level sniper.

GM ATGMV Wiesel MELTS/Spike

GM Inf FschJgGrp P9 Airborne

GM APC FschJg Mungo, Airborne, Can be transported by heavy helicopters (CH53).

GM HQV FschJg Mungo LC, Airborne, Can be transported by heavy helicopters (CH53).

Adjusted GM Inf HQ Command P8 and GM Inf HQ Command [-] P4 unit data per user request. Weapons, and name change to include " FüGrp" and " FüTrp.

Adjusted map symbols for GM IFV Boxer with Puma turret per user request.

Adjusted map symbols for GM APC Marder 1A3 w Mells ATGM. Also set its search filter bit for ATGM.

Adjusted the three versions of the GM and NL Fennek Recon vehicles and the NL Fennek ATGMV from 3 crew and no dismounts to 1 crew and 3 dismounts. Done to allow the Fennek to transport the Mikado UAV.

240204 Enabled Mikado UAV to land in woods and city terrain. Enabled Mikado UAV to be loaded, transported, and unloaded by any vehicle or helicopter able to carry cargo/troops. Will need to code exceptions to this ability in the future.

240204 Adjusted the ten generic 20' shipping container unit types. Added wheels to each, under the abstract presumption that if they need to be transported then they have already been pre mounted on trailers. This enables them to be towed by most cargo trucks, without the user having to go to the trouble of actually first adding a trailer and then loading a container on a trailer before towing. Also, the v4 program can become confused by multi-level nesting of unit types during transportation. In other words, when a unit is transporting cargo and its cargo is also transporting troops/cargo. Odd things happen to overly nested cargo in a multiplayer CPX such as lost cargo and or duplicated cargo during the umpire computer's global situation update after each orders phase.