



Vietnam | Glory Obscured Pegasus  
Release 1.1 Patch Release Notes

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# Chapter 1

## Introduction

Thanks for downloading the Vietnam | Glory Obscured Pegasus 1.1 patch. This is a patch to fix a number of issues and improve the gameplay of the Pegasus release, and contains the USA side only. This manual assumes you have read the previous 1.0 release manual, and will add additional information to that only. For full information on the mod, please also consult the earlier manual.

### 1.1 Installation

The standalone installation file can be used with or without Pegasus 1.0 installed; the 1.0 -> 1.1 patch required Pegasus 1.0 to be installed. Both 1.0 and 1.1 installers are now fixed and should install to the correct location by default assuming you have Zero Hour installed. Pegasus 1.1 requires Zero Hour 1.4.

### 1.2 Playing Online

We currently only have a single public Hamachi room live, which is titled *VGO Public Room 1*. More will be added if there is demand.

## 1.3 Common Installation Issues

### 1.3.1 When I run VGO, I get the error ‘File “generals.exe” could not be found’.

This is because you have not installed to your root Zero Hour directory. If you find your file generals.exe, this is your "root" directory. A successful installation will place the folder "VGO" in that directory.

If you installed Zero Hour to the default path, the generals.exe will be located here:

- Original Zero Hour: C:/ProgramFiles/EAGames/Command&ConquerGeneralsZeroHour
- The First Decade: C:/ProgramFiles/EAGames/Command&ConquerTheFirstDecade/Command&Conquer(tm)GeneralsZeroHour

### 1.3.2 When I run VGO, I get a serious error message.

Ensure you have patched Zero Hour to the latest official version (1.4 for normal Zero Hour), and you have no other mods installed that cause interference. Mods with launchers (such as Shockwave and CWC) and mods ran through Crosus/ModToaster should not cause interference. Mods with .big files placed in the Zero Hour directory or INI files in \Data\INI will cause interference.

### 1.3.3 The mod is running really slowly!

If you are not playing against an AI, this is a graphics issue; you will need to reduce your graphics settings. If you struggle in battles and with explosions, reduce your particle count. Occasionally it has been known to happen due to dodgy ZH pathfinding; search for units that are stuck. If you are playing against AI, this is a pathfinding issue we have tried very hard to eradicate but cannot from all circumstances. It is particularly bad on certain maps, especially Dong Hoi Coastal. All we can recommend is playing other maps, particularly two player maps, as we may not be able to resolve this issue.

**1.3.4 I have The First Decade, and I cannot play with my friend who has Zero Hour!**

This is a known issue with TFD that we cannot resolve, as it is a problem in the engine. The only thing we can suggest is you both get a copy of the same version.

**1.3.5 When I try to run the mod launcher, it tells me I need the latest .net framework!**

Then you require at least .NET v2. You can get .NET v3 from [here](#).

**1.3.6 When I try to run the mod launcher, I get an error message along the lines of "Could not initialize the program (0x0000135)."**

This is often caused by a corrupt install of .NET. Follow the instructions above.

**1.3.7 I use Windows Vista, and when I click play it just plays Vanilla Zero Hour!**

There is an issue where UAC will block our application from copying files. We recommend turning off UAC for the mod (and generally, it's a horrible naggy thing).

**1.3.8 I try to play Vanilla Zero Hour by clicking on generals.exe, but it still looks like VGO.**

More than likely VGO.exe crashed and the mod files were not repacked to where they were supposed to be. Run the mod again and exit, all mod related files should repack allowing you to play Vanilla Zero Hour without issue the next time you use generals.exe.

## 1.4 Mac Support

Nobody on the team has a Mac, and so support for a Mac is patchy at best.

This fix is provided by *The Swimmer* from E-Studios, so we recommend trying the following to get VGO to work on mac.

1. Re-Name all 0VGO\_... .vgo files to 0VGO\_... .big files (with ... being art, sound... etc.)
2. Move all these files to zero hour data (Macintosh HD, Applications, Command and Conquer Generals, Zero Hour, Zero Hour Data).
3. Launch zero hour from the stock zero hour icon. Also, ZH must be patched to 1.04

If you deploy units (sniper, machine gunner... not choppers with troops) while looking at them, the game will crash. If you look some were else on the map, it won't. This does not happen on the PC version, so we have no idea how to trace this; if anybody knows the cause, please tell us!

## 1.5 Known Issues

The following issues are known and unfixable:

### 1.5.1 Slow Pathfinding

Because of the size of our maps and the number of units in most groups, giving ground units a move order all the way across the map may cause a noticeable slowdown. To avoid this use waypoints if possible (hold alt as you give move orders), as this will stop the computer from generating its own waypoints, which is what slows the game down.



### 1.5.2 AI Slowdown

Playing against the AI will probably slow your whole game down on slower machines. Unfortunately, there is nothing we can do about this; we have spent a huge amount of time tweaking the AI to make it faster, and maps are now highly complex affairs with waypointing to avoid excessive pathfinding. However, due to the volume of units in the mod active at any given time and the fact that the AI is monitoring all of its troops at the same time can often cause slowdown.

If we had access to the source, we could tweak the pathfinder to use time-sliced capping and various other fixes, but unfortunately we have done all we can. All we can recommend is that if you get such slowdown, you don't put more AI on the map than your system can handle, and that you play on smaller maps. There are lots of maps of all sizes to choose from, so you're sure to get a fun game on some maps. Dong Hoi Coastal is particularly difficult for the AI.

Playing the game online is a lot, lot smoother. Mismatches: In the middle of an online battle, it has been known that once or twice, for no reason and with no explanation, the game will say that it is mismatching. It is not often that this happens, but the lack of any explanation means that it is nearly impossible to find the source. This is a problem that can also occur in C&C Generals.

### 1.5.3 The AI is too easy!

The AI is unable to fully utilize a lot of the complex concepts of the mod, such as the use of trees. Hopefully the new difficulty levels will help with this. While we could no doubt make it a bit better, we have been too hard pushed for time. Maybe in another life, when we are both cats. In the meantime, try playing online with a skilled opponent for a challenge.

### 1.5.4 The AI is too hard!

For every person complaining that the AI is too easy, another will complain that it is too hard. "Different difficulty levels!" I hear you cry. Well, easier said than done. The original intention was to have three different AI play styles: Basic, Defensive and Aggressive. Unfortunately this has not been possible due to time constraints, but the way the original AI was set up would make it very time consuming to create different difficulty levels. Play through the tutorial, keep practising and play online with a beginner for a slightly more relaxed game.

### 1.5.5 The AI doesn't use everything!

Yes, this is true. It used to do a lot more than it currently does, but it was scaled back to prevent the levels of pathfinding lag that were occurring. Unfortunately, a lot of the units and structures are very difficult for the AI to understand and use, and as such it often ignores them. Remember that AntiSocialKindaGuy is only one man, and has to do all the code for the rest of the game as well as the AI!

### 1.5.6 The Tango is stuck!

Happens sometimes; fiddle about with the 'back up' button and click in the sea perpendicular to the place it is stuck and with any luck it will dislodge.

### 1.5.7 The Tango / Truck has killed everyone!

This is an unfixable bug; you must be careful about when you use push-back on the Tango or put the truck into recycling mode to ensure that *there is nobody in the transport*.

### 1.5.8 Trees are attacking me!

The logic for trees involves them attacking your infantry to give them stealth, hence the radar flash.

### 1.5.9 It won't tell me if I'm under attack!

Due to the tree logic, if it did tell you then you would constantly get the warning every time you went near the trees, so this was removed.

## Chapter 2

# Key Changes

The following are the main changes to the mod in the patch.

### 2.1 New Village System

Villages will continue to provide funds when a village hut is hit; the amount provided is on a sliding scale based on the damage caused to the village. The reputation a player initially holds with all villages is 50; as huts are hit, this value reduces and the money provided by villages falls. If the reputation reaches zero, no funds are provided for the player. The reputation meter will slowly refill over time.

### 2.2 Helicopter Drop-Off

Infantry can be dropped off by helicopter to any location on the map. The player must purchase the drop-off from the Command Centre; the drop-off is then available from the sidebar much like a special power. Only five drop-offs can be queued at any given time, and the helicopters are slower than normal purchased UH1 transports.

## 2.3 Recycling Trucks

As well as the monetary truck, there is also a transport truck that comes pre-filled with a variety of infantry. This truck is purchased from the Command Centre and is limited to 10 at any give time. The truck can be put in recycling mode; when in this mode, send it to your Command Centre to get some of your money back. Be aware that *all infantry inside the truck when it enters recycling mode will be killed.*

## 2.4 Supply Drop Zone

The supply drop zones must now have their initial mode set when purchased; they are not by default in any mode and will do nothing if not instructed otherwise. The bug that allowed more than three to be built at any one time has been fixed, however. Drop types may be switched at any time, but switching will reset the drop timer.

Different color smoke added for different drops:

- Money: Pink.
- Infantry: Blue.
- Dozer: Green.

## 2.5 Difficulty Levels

There are now three difficulty levels:

- Easy AI is the same as the original AI with a few minor tweaks. This AI plays by the same rules as the player.
- Regular AI is provided with more funds from a village than the player.
- Challenging AI is provided with significantly more funds from a village than the player, and is also given a steady stream of income equivilant to a single village.

## 2.6 Tutorial

A tutorial is now available to assist the player in getting acquainted with the very different style of gameplay in VGO.

## 2.7 Balance Changes

There has been significant rebalancing of units. Of particular note are the following:

- Tanks now have a separate machinegun that automatically targets infantry independent of the main gun.
- Infantry can now survive an extra shot, but all infantry are more expensive.
- AC gunships have been reworked; the AC-130 is now highly effective against buildings.
- D7 dozer can now clear claymores.
- Flak jacket upgrade increases infantry armour at the cost of lower movement speed.
- Captain helicopter drop-off upgrade that allows the captain to call in marines from a UH1 for free.
- The Marine Force Recon now reveals his position when calling special powers through a flare; while he will not unstealth, it allows human players to identify his location.

## 2.8 Experience

Infantry are now able to gain experience by killing enemy units and structures. These are detailed as follows:

### 2.8.1 Marine

- Veteran ( 4 exp ) - Increased range and accuracy of M14/M16.
- Elite ( 8 exp ) - Increased range and accuracy of M14/M16. Rifle grenades added - weaker than M79, with higher reload and lower accuracy and damage.
- Hero ( 12 exp ) - Increased range and accuracy. Rifle grenades have lower reload.

### 2.8.2 Medic

- Veteran ( 4 exp ) - Reduced revive time.
- Elite ( 8 exp ) - Reduced revive time. Can heal self.
- Hero ( 12 exp ) - Reduced revive time. Can heal self. Greater revive radius. Greater heal speed and radius.

### 2.8.3 M60 Gunner

- Veteran ( 10 exp ) - Reduced deploy/undeploy speed.
- Elite ( 20 exp ) - Reduced deploy/undeploy speed. Greater deployed accuracy.
- Hero ( 30 exp ) - Reduced deploy/undeploy speed. Greater deployed accuracy. Reduced deployed reload time.

### 2.8.4 Redeye

- Veteran ( 120 exp ) - Lower preattack delay.
- Elite ( 240 exp ) - Reduced preattack delay. Greater accuracy.
- Hero ( 360 exp ) - Reduced preattack delay. Greater accuracy and range. Reduced reload time.

### 2.8.5 LAW Soldier

- Veteran ( 300 exp ) - Greater Accuracy. Lower Reload Time.
- Elite ( 600 exp ) - Greater Accuracy. Lower Reload Time. Lower preattack delay.
- Hero ( 900 exp ) - Greater Accuracy. Lower Reload Time. Lower preattack delay.

### 2.8.6 Grenadier

- Veteran ( 8 exp ) - Greater accuracy.
- Elite ( 16 exp ) - Greater accuracy. Can fire smoke grenades.
- Hero ( 24 exp ) - Greater accuracy, range and reload. Can fire smoke grenades.

### 2.8.7 Sniper

- Veteran ( 10 exp ) - Reduced deploy/undeploy speed. Greater deployed reload time.
- Elite ( 20 exp ) - Reduced deploy/undeploy speed. Greater deployed accuracy. Stealthed while undeployed.
- Hero ( 30 exp ) - Reduced deploy/undeploy speed. Greater deployed reload time and range. Stealthed while undeployed.

### 2.8.8 Green Beret

- Veteran ( 400 exp ) - Reduced grenade launcher reload time.
- Elite ( 800 exp ) - Reduced grenade launcher reload time. Anti-vehicle claymores that damage armoured targets and structures..
- Hero ( 1200 exp ) - Reduced grenade launcher reload time. Anti-vehicle claymores that damage armoured targets and structures.. Silenced rifle.

### 2.8.9 Marine Force Recon

- Veteran ( 4 exp ) - Increased range of abilities. Faster rifle reload.
- Elite ( 8 exp ) - Increased range of abilities. Faster rifle reload. Abilities no longer reveal a flare.
- Hero ( 12 exp ) - Increased range of abilities further. Faster rifle reload further. Abilities no longer reveal a flare.

### 2.8.10 Captain

- Veteran ( 2 exp ) - Greater binocular vision range.
- Elite ( 4 exp ) - Greater binocular vision range. Can call a second heli drop.
- Hero ( 6 exp ) - Greater binocular vision range. Can call a second heli drop. Calls 9 planes instead of 5.



# Chapter 3

## Changelist

This changelist is mostly complete; there's probably some stuff we forgot!

### 3.1 New Features

- New village system with less severe punishments that are tiered depending on the damage done to a village.
- New AI levels of difficulty added.
- Several new maps.
- Can order infantry to be dropped off by helicopter at any location, ordered from the Command Centre.
- AC Gunships have been reworked.
- D7 Dozer can now clear claymores set by GB.
- M35 Transport truck can be built with preloaded infantry from the Command Centre. Limited to 10 built at a time, but can be recycled back to the CC so more can be built with troops.
- The Command Centre now provides a steady stream of funds.
- New command bar fixes and other 2D graphics.
- Flak jackets upgrade added that gives infantry increased armour at the cost of lower movement.

- Aircraft perform banking when turning.
- Helicopters can strafe and fire simultaneously.
- Veterancy Added for Soldiers.
- Supply Drop Zone system changed.
- MFR reveals a flare when calling special powers.
- M48 and M67 now have separate machine guns.

## 3.2 Balancing Changes

- Redeyes miss 1/2 times rather than 1/3.
- Law is better on a direct hit but most hits are secondary hits which are weaker (so its usually two hits to take down an M113).
- UH1-T is cheaper and quicker to build.
- UH1-T moves faster.
- Helipad, War Factory and Airfield are cheaper and quicker to build.
- All infantry is more expensive.
- All infantry have 50% extra health.
- All infantry have movement speed reduced.
- All infantry take an extra second to build.
- Grenadier cost up to 300, and M79 weapon now outranges the M60 Gunner.
- M60 gunners are more effective against groups but less effective at targeting individuals, especially when undeployed.
- AH1 can now absorb two shots.
- M79 now outranges the M60.
- Vulcan less susceptible to sniper fire.
- Gunships reworked.
- Hovercraft has greater vision range but takes small arms fire.

- M48 damage greatly increased.
- Mortar pit fires in rapid-reload volleys, greater scatter and smaller damage radius per hit.
- Stealth detection range increased.
- Infantry in sandbag walls now take less damage from small arms fire.

### 3.3 Bug Fixes

- Battleship flak no longer damaged ground and sea units.
- Various balance tweaks based on feedback and internal testing.
- Battleship flak range increased.
- Battleship reload increased.
- Fixed alpha clipping on bunker and sandbag wall.
- Added house color to mortar pit.
- Fixed Bronco - was targeted in the wrong place.
- Fixed Bronco - props didn't move.
- Fixed Guard Tower - strange moving shadow.
- Fixed C130 - props were only visible from front.
- Fixed AC119 - damaged version had no moving props.
- Fixed AC130 - Props were only visible from front.
- Fixed AC47 - props were only visible from front.
- Fixed Broken Arrow unlimited airstrike bug.
- Redeye should have air guard button.
- Imperial Isle village bug.
- Revived sniper is not stealthed when deployed.
- Increase infantry geometry.
- Fix some vehicle geometry.

- Broken Arrow no reload timer.
- Medic Revive destroys structures
- Pilots getting shot at when falling, but the ground is targetted.
- Revived LAW now has icon.
- Osha Pass AI paths are no longer broken.
- No picture on HALO Green Beret.
- ACH47 grenades have a massive reload time.
- Battleship reload increased from 35s to 60s.
- Battleship flak now matches helicopter rocket range.
- Orchid start points reversed.
- Sniper damage reduced against vulcans.
- Guard issues with long range units.
- Scatter and Formation commands.
- Fixed berry blue jelly water on Caught in the Middle map.

# Chapter 4

## Credits

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"Professor"  
"Razgriz"  
"Seraph"  
"Ubermedic"

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## *CHAPTER 4. CREDITS*

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Everyone else we forgot.

Dedicated to all those who fought and died in Vietnam.

Thanks for reading, and thanks for playing Vietnam | Glory Obscured!