Steel Beasts Version History

2.207 compiled
- Modified some vehicle models (.x files) to make the box_meshes transparent, so that they are not rendered. These meshes are used for collision detection only.
- Added new network feature to (full) professional version to allow SB to be set to "auto join" mode. When in this mode, upon startup SB will automatically look for a network session and join it.
The client user doesn't need to interact with SB at all in order to join the session. Pressing the Escape key, or clicking on the exit button while the client is searching for a session, or when it is in the staging area will take SB out of "auto join" mode, until SB shut down and started up again. In order to permanently take SB out of "auto join" mode, the user must set this options in the Network Options Screen (in the Options Screen).
This is, of course, where the user would set SB to "auto join client" mode.
- Added new network feature to (full) professional version, to allow the host to set the starting vehicle of any participant in a network session in the host's Staging Area Screen. First click on the participant's name to select it, and then click on the vehicle that the participant should control.

2.209 compiled
- Fixed bugs:
    - Hinds drowning when starting mission over water.
    - Moving units in deployment zones during the mission.
- Added driver's station
- Made generic tankUIs class
- Added LeoAS1 and ASLAV25 (FCS not working yet).

2.210 compiled
- Added five new Iraqi buildings.
- Adjusted collision avoidance for soldiers

2.211 compiled
- Added wind turbine
- Fixed bug: TC calling "short" or "over" when round hits target
- Stopped smoke arty from triggering "under indirect attack"
- When autodriver is off but still connected to a route, we now modify or delete the first route point by projecting the unit's position on the route.
- Capture F10 messages (which is a system message); use F10 for "Next Vehicle" hot key. (F9 is used to go to the driver's station.) Removed menu bar in window so F10 system message does not affect SB.
- Fixed problem with autologin mode, so that escape key always works to exit.
- For autologin mode: Now disregarding Lt Default as callsign, and using any other registered player (with a ppf file). If there isn't a registered player, then we use the computer name as the call sign.

2.212 compiled
- Adjusted tree avoidance routine (for tanks)
- Added ability to move an entire route in the map editor.

Steel Beasts Version History

- Added feature for bridge layers to pick up bridges, manually, by pressing the space bar. The bridge layer must be in the correct position to pick up the bridge before pressing the space bar.
- Reduce minimum arty field size to 20m x 20m
- Changed the "show" menu of the map in the AAR so that both red and blue unit symbols or vehicle symbols can be seen.
- Increased (internally) max troop squad size to 15.
- Hitting dead vehicles no longer adds to the hit count, nor logs an event.
- Improved vehicle movement through forests, especially when in reverse.
- Added ability in conditions to test a unit for low ammo, low fuel, carrying troops, carrying bridge, and various types of damage. These additional options have been added to the sub-condition that tests whether a unit is under direct or indirect fire. For all of these options, the sub-condition is true if the test is true for any combatant in the unit being tested.
- Fixed bug in which double clicking on map screen in mission editor failed to create a selection marquee.
- In map editor, any part of the ending half of the "rotate bar" of a selected object can be clicked on to rotate the object.
- Added roll (cant) to all 3D views. The FCS of vehicles that should compensate for cant IRL will do so in SB.
- Added new playable vehicles: Leopard1AS, ASLAV25, ASLAVPC, M113AS4
- Added new non-playable vehicles: ASLAV-A (medic), ASLAV-CS (logistics)
- Add train track texture for train tracks.
- Added new friendly-combatant ID feature: In any 3D view, hold down shift key and place red aiming mark over a combatant. If the combatant is friendly, a text display of the combatant's ID will be displayed. This feature might be replaced later with a more realistic decal ID on the vehicle themselves.
- Adjusted Leo2 GAS reticule according to new information we received.

2.215 compiled

- Added confirmation dialog box when using "save as."
- Fixed bug in new version that prevented missions with M3A2s to load.
- Trucks hit by IEDs or HE and destroyed will be displayed as burning.
- Hits by IEDs will be displayed in the AAR as "hit by IED."
- Fixed bug: Single round with "unlimited ammo" checked will be unlimited.
- Fixed bug: Can now move gun when the .50 cal is being reloaded.
- Adjusted flying and aiming routines for the HIND.
- Increased number of possible triggers to 64.
- Implemented non-zero turning radius for appropriate tracked vehicles.
- Fixed bug: Can no longer fire missile with launcher in down position.

Steel Beasts Version History

- Bridges can now be stacked on top of each other (when deployed by bridge layers).
- Fixed bug: Roads under bridges should no longer cause problems for the CC driver.
- Fixed bug: FASCAM minefields now work properly.
- Fixed new bug added in 2.215: Vehicles will no longer aim too low when the gun is slaved to the sights.
- CC Gunners on tanks with damaged GPS and GAS will be able to see enemies only within 300 meters. (Vehicles with no GAS, like the T-72, need only have damage to the GPS for this effect.)
- Adjusted M1A1 reticule behavior to be less sensitive.
- Fixed bug 275 (Copy graphic to other side now works correctly.)
- Fixed bug 207: Troops should not automatically detect vehicles within 150 meters if visibility won't allow it.
- Removed ID readout (using Shift key) in all versions except AU version, due to complaints. This will eventually be replaced by decal IDs on the vehicles themselves, in any case.
- Fixed bug 244: In network sessions, playable "spawn if" units can now be crewed (gunner, driver, TC) when the unit is spawned. The usual rules of ownership and privacy still apply, and spawned units are always owned by the player who started with the highest ranking unit.
- Fixed display of artillery called by other players.
- Mission-time discrepancies between client and host are now corrected, when possible. These discrepancies can occur if the application is minimized, or the window is moved or resized. Small, isolated discrepancies are corrected, but large or frequent discrepancies will cause the client to be removed from the network session. (Steel Beasts should NOT be minimized during a network session, since it cannot respond to network messages.) Frequent discrepancies can happen if the system clock is malfunctioning, or if a program to speed up the clock is being used.
- Fixed menu for vehicle icon (at bottom of 3D view).
- Fixed bugs 269 and 280 (same problem). Bradley's should now reload their missiles properly.
- Fixed bug 294. Switching from stabilized to non-stabilized mode while traversing fast will no longer result in strange turret behavior.
- Fixed bug 296. Made troops less afraid of water, and more likely to use bridges.
- Added flashing text at bottom of screen indicating when the active unit is reloading.
- Adjusted joystick response.

2.217 compiled
- Added Australian trees and bushes

2.218 compiled
- Fixed bug 304. TC buttoning should no longer cause human gunner or observer to go to F1 view.
- Wheeled vehicles should turn appropriately with A/D keys when going backwards.
- Fixed bug 303. BTR80 will now fire at the enemy.

Steel Beasts Version History

- Changed control of M1A1 .50 cal back to the way it used to be, where only the arrow keys control the elevation of the .50 cal.
- Added self-destruct for FASCAM mine fields.
- Changed map editor crosshair to white.
- Vehicles that have drowned are now considered to be destroyed.
- Fixed bug 44. "Lasing" enemy targets from the observer position should work correctly now.
- Fixed bug 84. Small HE rounds will not instantly destroy bunkers.
- Improved effectiveness of HE rounds against infantry.
- Adjusted scanning directions for AI gunner.
- Scattered minefields now have a randomized pattern, rather than a row pattern.
- For mine plow tanks, if the owning player presses the space bar in the observer position the mine plow will toggle up and down. (Breach routes will override this.)
- Added hit vector in AAR to show where the target vehicle was hit.
- Added information about the type of round that hit the target in the AAR
- When clicking on the World button in the AAR, the worldview will automatically move to the target vehicle (if there is one).
- Changed the panning controls in the AAR and planning phase to match that in the simulation phase. (View moves in proportion to mouse movement.)
- Corrected tank clock in Leo2A5
- Refined exit locations for troops loading and unloading.
- Troop doors now open and close when troops load and unload.
- Added new BRDM-2, BMP-2, BMP-2AT, MT-LB, and Jaguar1A3 models.
- Fixed bug in damage model, which caused excessive damage.
- Fixed display problem through TC vision blocks in M113 AO.
- Vehicles on sunken bridges will no longer sink below ground.
- Troops should find bunkers quicker now.

2.222 compiled
- Fixed bug: Missions with HINDs in them will now load properly

2.223 compiled
- Corrected text display of some ammo types.
- Adjusted joystick response.
- Fixed display of hit vector in AAR for Red side.
- Keyboard and other input is now reset when leaving the SB window, in order to prevent UI lockup.
- Changed crosshair cursor in map editor to blue to be better seen.

2.224 compiled
- Adjusted LeoAS1 FCS based on new information.

- Turret positions are now correctly displayed for non-gunnery states in the AAR.
- In the AAR, the W and X hot keys to move forward and backward now work after pressing the World button.

Steel Beasts Version History

- Ambulances will now repair damaged crew members of vehicles. (They will not repair dismounts.)

2.225 compiled
- Adjusted ASLAV-25 FCS based on new information.

2.226 compiled
- Fixed problem in which computer-controlled gunners would occasionally lose focus on target.
- Widened tank emplacements slightly.
- Added "Refresh on VSync" in Display Option Menu screen. Refreshing during VSync will eliminate tearing caused by drawing to the display buffer while it is being displayed on the monitor. However, it will reduce the frame rate to some extent.
- Fixed bug that caused hit rays in AAR to be off for fast-moving targets.
- Fixed bug that allowed tanks with only one damaged track to keep moving in a straight line.
- Fixed bug, in which HE grenades were not exploding.
- Added string to display message for entering driver's position.
- Adjusted the Leo2's peri response when in KH mode.

2.227 compiled
- Enabled instructor host to set triggers when he does not own the highest ranking combatant.
- Enabled instructor to give any unit (not currently occupied by another human) to any player.
- Fixed bug that caused rotated custom graphics to not appear correctly when sent to other players over the network.

2.228 compiled
- Fixed bug (370) in which control mouse steering in AAR cannot be relinquished when a window is in the center of the 3D view.
- Fixed bug that caused trees to appear inside buildings.
- Imported SB1 missions should no longer have palm trees in European terrain.
- Fixed bug (372) in which main gun sound is played on Bradley.
- Fixed bug in which M113TOW and Humvee TOW would not fire missiles at distant targets.
- Vehicles should no longer start a mission intersected with buildings or trees.
- Added "terrain theme" feature in map editor to allow customization of terrain for different world regions.

2.229 compiled
- Added additional line objects in map editor. (Dirt and concrete types.)
- Added option in Options Screen to select either joystick or real control handles as the input device.

2.230 compiled
- Map editor will now add ".thm" extension when saving theme files.
- Woodland textures now serve as the default for texture files not found in the desert of winter folders.

Steel Beasts Version History

- Added "autumn" option for terrain type in theme window of the map editor.

2.231 compiled
- Changed palm switch for control handle from button 5 to 3.
- Fixed bug that caused invisible detail rocks to stop vehicles on roads.

2.232 compiled
- Added hot-key assignment feature for controls.
- Removed help menu, because it is, for the most part, redundant.
- Fixed mouse vector
- Fixed bug 399: grenades launched from ASLAV25 no longer blow up when being fired.
- Fixed bug 403: No more dust trails on paved roads.
- Fixed bug 397: Roads have proper drag and traction.
- Added feature in mission editor to select the platoon, company and size of the unit when it is created.

2.236 compiled
- Added new feature in mission editor to replace the map theme.
- Added new feature in mission editor to replace the map (using the current map size and offset).

2.237 compiled
- Increased rendering distance of ground cover objects
- Fixed bug that caused CTD when editing old theme files.
- Fixed bug with old unit labeling.
- Added "low" and "high" folders under the "terrain" folder, for ground textures. Ground textures are now placed in these two folders, based on their purpose.
- Added confirmation window when flood filling map in map editor.
- Added new ground cover models.
- Added additional options for vehicle status in condition window.

2.238 compiled
- Fixed bug that caused crash when editing of some scores in the mission editor.
- Limited mip maps of alpha ground transitions to prevent artifacts in terrain transitions.
- Fixed "lase to" feature.

2.239 compiled
- Fixed bug322: Rapid firing guns will no longer skip rounds (when a human player occupies the vehicle).

2.241 compiled
- Increased size and resolution of ballistic tables for greater accuracy.
- Ballistic tables now read from a resource file to prevent excessive loading times.

2.242 compiled

Steel Beasts Version History

- Modified look of menu screens and some other UI features.
- Added feature to compress height maps in the map editor. Compression is selected when the height map is first created (**File | New blank map**). Compression can be set to "lossless" or to higher compression factors (up to 100x) for lossy compression. Existing non-compress height maps can be compressed using **Options | Compress height map**, and then **Options | Save height map**.
- Added features in the mission editor to embed the height map in the scenario file. (**Map | Embed height map**, or **Map | Link to height map**) If the height map is embedded into the scenario file, the amount of compression for the height map can be selected (with the minimum compression set to the compression of the height map itself). Embedding the height map in the scenario file will increase the size of the scenario file (higher compression means less of an increase), but embedding ensures that clients in network sessions will be able to run the scenario, even if the client is missing the height map on disk. This can also be a benefit if map security is an issue, since maps need only be stored on the instructor's machine.
- Added feature to adjust map contour spacing, in the map editor, mission editor, and planning and AAR phase when the simulation is running.
- Troops mounted in vehicles will no longer be counted in conditions that count unit numbers in regions.
- Added feature to full pro version to disallow students from jumping to units other than the ones that they own. This flag can be set in the mission editor, and also changed by the instructor during a network session.

2.243 compiled
- Fixed CTD bug (433) when a map refresh is done on a mission with bunkers, and the bunkers are then moved.

2.244 compiled
- When TC is unbuttoned, external gun sound will now play.
- Thermal views in most tanks has been made more realistic by reducing resolution and adding noise.
- Improved TOW flight model.
- Improved modeling of Bradley FCS.
- Fixed bug 446: Marder will reload more than 1 round at a time.
- Fixed bug 443: Company letters now appear in priority-of-fire box in the Support dialog box in mission editor.
- Fixed bug 441: Numbering in Events Points dialog box of scoring window is now correct.
- Fixed bug 438: Host can re-assign players in network session without accidentally removing them from the session.
- Fixed bug 29: Results from tank range now displayed.
- Reduced sensitivity of joystick input.
- Updated 3D interior models of M1A1 and Bradley. TC vision blocks now work in these vehicles.
- Fixed bug 445: Bradleys are now able to fire TOWs every minute when on assault route.
- Upgraded some building textures.
- Upgraded some sounds.

2.250 compiled

Steel Beasts Version History

- Fixed problem with embedded maps, in which ground under water be dug too deep.
- Removed UAV routes with fewer than two points.
- Fixed bug that caused Marder's 20mm round to be too weak.

2.251 compiled and released

- Commander interior is now available in M3A2.
- SB will compensate for some obsolete texture file names in the themes. (SB will search for .jpg files if there is a non-existent .bmp file name listed.)
- Added text display when vehicles are being resupplied or re-paired.
- Repair times are now not displayed if a required truck or am-bulance is required for repair.
- Fixed bug in which hull angular speed was affecting the lead calculations.
- Fixed bug in which loadout of first-used ammo is reduced by one.
- AAR reports are now saved on client machines, in addition to the host machine.
- Fixed bug in which BMP-1 missiles start off flying too high and so don't recover in time to hit the target.
- Fixed bug with joystick control of TC eye view on the FISTV.
- Fixed bug in which the loader's interior when viewed from the Peri in the Leo2A5 was transparent.
- Fixed bug in HE grenade / smoke ammo loadouts for Leo 2A5.
- Made change to allow SB to be run on Windows98.
- Glass of Mercedes no longer will look bright in thermal view.
- Hot keys for GAS range adjustment was not working. This is now fixed.
- Added 2-lane country paved road to map editor.
- Fixed bug that caused massive explosion of 25mm HE round when hitting a soldier.
- Fixed bug in which 25mm HE round was not exploding when hit-ting the ground.
- Adjusted frame-rate smoothing algorithm for better perform-ance.
- Added hot key for Leo2A5 gunner's mag toggle (since it was in-terfering with the 1st-return hot key for the 2a5).
- Fixed bug in which alternate vehicles in column formation to not scan to the left.
- Modified AI driver behavior for column formation when halted. Now drivers will move towards the column line rather than waiting for the lead vehicle to move out.
- Fixed bug in which old missions with troops had squad sizes of 16, rather than 6.
- Fixed bug in classroom version in which TC pulled gunner off of target when target was given an offset (deflection of shot) in the mission editor.
- Fixed bugs with map graphics not being properly sent over the network to other machines.
- Added buttons in score windows to move sub-scores up and down to re-arrange their order.
- Fixed bug with ground texture caching that caused missions that use the same piece of terrain, but different terrain themes, to have distant ground terrain look messed up.

Steel Beasts Version History

2.255 compiled

- Fixed problem with T72 armor settings that left it vulnerable from the front.
- Positions of vehicles in AAR are more accurately recorded now, so that corresponding hit rays match up more correctly.
- Non-lethal hits that happen to hit a vehicle when it is killed will no longer be recorded in the AAR as an event to avoid confusion over what killed a vehicle.
- Fixed bug that was causing CC gunners to aim too low.
- Fixed new bug that caused infantry to flicker.
- Fixed bug in evaluating conditions with "total strength" sub condition.
- Reduced time for coax repair to 50 seconds.
- Map damage will now be passed down to attached troops.
- Extended option in mission editor to restrict map updates and map view to all Pro versions of SB.
- Modified vehicle behavior on bridges.
- Added option in Option Screen to select between jpg and bmp image formats for screen shots.
- Fixed bug that allowed artillery to be called when no artillery support was given in the mission editor.
- For the arty adjustment window, the left, right, add, drop increments have been refined to be a bit finer.
- Changed main loop so that SB will continue to run when minimized during a network session. SB will pause when minimized if not connected to a network session. (SB minimizes when it loses focus in full-screen mode.) Added back ability for SB to be minimized in windowed mode (by clicking on SB icon in Windows toolbar).
- Corrected some misnamed Finnish voice files.
- Credits music will play just once now (no looping).
- Fixed bug in which infantry could fire when in water.
- Vehicles will now try to avoid detached turrets from destroyed tanks.
- Adjusted LOS settings through forests to make AI units less likely to see an enemy through a forest.
- Changed rendering of ground-clutter objects to reduce rendering anomalies of large ground-clutter objects.
  (Ground clutter is NOT supposed to be large, but there are too many maps being created with large ground clutter to use ignore this.) Frame rates will be reduced in some cases now because of this change. (If frame rates are too low, try setting the detail level to Medium or Low in the Options Screen.)

2.257 compiled

- Infantry will fire ATGMs higher at targets that are behind ridges.
- Increased maximum climb angle for TOW missile.
- Revised armor values for Bradley and Mercedes.

2.259 compiled

- Modified adjust-fire model for artillery so that the direction line displayed in the window is the direction to target, not the direction to the arty field.
- Adjusted timer code to better handle multi-kernel machines.

Steel Beasts Version History

- Fixed bug that prevented the HIND from firing at enemies at times.
- Computer-controlled commanders will button up in forests more readily when moving to prevent getting hurt by branches.

2.261 compiled
- Reduced size of soldiers.
- Updated some sound and mission files.

2.262 compiled and released
- Bradley TC eye view no longer has bottom 10% of screen blacked out.
- Only mine-plow and mine-roller tanks will turn their turret over their side when breaching.
- Fixed bug that causes SB to crash on some Windows 2000 machines.
- Added new window to set parameters for the distance of terrain rendering levels of detail. This window can be accessed at any time with the (default) hot key of Alt+D, and through menu items in certain screens.
- Hot key files will be updated properly when new hot keys are added.
- Adjusted network code.
- End points of bridges that are in water will be placed a about 1.5 meters above the water. This makes it possible to create a bridge with a gap in the span, to simulate a hole in the bridge.
- Fixed problem with giving squads of size greater than 8 to other players in network sessions.
- During network sessions, two of the terrain detail levels will be set to the host machine's settings, and then locked.
- Fixed bug with triggers that have numbers greater than 31.

2.266 compiled
- Set error for infantry firing RPGs to be higher so they miss more often.
- Added new feature for infantry to enter into buildings when given hold, defend or none, tactics. (Infantry stay outside of building with guard tactics.)
- Fixed bug that caused BRDM2ATs to rise above the ground in network sessions when they engage an enemy.
- Fixed some problems with the driver's position in network sessions.
- Fixed bug in which soldiers can see up to 1000m, even if visibility is set to less than this.
- Fixed bug in which bunkers or abatis moved during the planning phase during a network session by one player would not be reflected on other machines.
- Fixed bug in which mounted troops of spawned units would not be owned by any player once spawned.

2.273 compiled and released
- Adjusted CC TC behavior with respect to target selection and overriding of human gunners.
- Fixed bug that caused laid bridges not to be recognized at times by client machines in network sessions.
- Added TOW 2B missile (top attack).

Steel Beasts Version History

- Adjusted network code to loosen requirements for clock synchronization between host and clients.
- Added CV-9040B infantry fighting vehicle
- Added CV-9040C infantry fighting vehicle
- Added Strv 122 Swedish main battle tank
- Added rearward driving camera view for driver's place of Strv 122 and Leopard 2A5DK
- Infantry can now occupy buildings
- Squads may now drop an unmanned ground vehicle (UGV) which can be remotely controlled and provides thermal and optical camera views from locations up to 300m away.
- Added CH-146 "Griffon" helicopter.
- Fixed bug that caused SB to fail to load certain missions and maps if the user logged into a Windows account without administrative privileges.
- Battlesight key for gunner's position in the Leopard 2A4 now works.
- Troops will now check for friendly forces in their sights before firing, to reduce fratricide.
- Removed jerkiness in pitch of tanks when they make slight turns.
- Proper RPG sound will now play when RPGs are fired.
- Changed the way that the CC gunners deliberately add error to their aiming (which is meant to avoid repeated hits at hard spots or possible obstacles). Initial shots at targets now have no aiming error added.

2.294 compiled

- Mines that explode near combatants will now show up on the 2D map as a green minefield.
- Added feature to write hot keys to an HTML file.
- Added tool to convert the map projection type in the map editor. (Available in classroom version only.)
- Fixed bug in which crew information was not being sent properly over the network in certain special cases in network sessions.
- SB will now search all subfolders of the standard scenario locations when joining a network session and searching for the scenario that is loaded by the host.
- Pressing one of the view hot keys (F1, F2, etc...) when already in that view will now toggle the mouse steering on and off.
- Expanded the amount of information in the HTML AARs by logistics as well as a detailed tracking of events, their times, and locations
- Added the ability to create a completely user-defined language by adding a folder with language name to the ..\loc\ folder. (Start by duplicating a language of your choice, then translate the content of the files and/or replace the wave files).
- Added tutorial for the employment of HE grenades from a vehicle's grenade launcher
- Added tutorial for the employment of bridgelayer tanks
- Added tutorials for CV9040 gunner and commander
- Added multispectral smoke, and Galix protection system
- Fixed bug (ammunition count in T-72 and T-80)
- Fixed bug (M113SA4 no longer amphibious)

Steel Beasts Version History

- Fixed bug (turret rotation speed with hull turning into the same or opposite direction)
- Fixed bug (turret rotation speed with hull turning into the same or opposite direction during network sessions with human gunner and commander)
- Fixed bug (artillery delivered smoke now properly obstructs view of computer-controlled forces)
- Fixed bug (Loss of alignment if gun is in back-deck clearance area is now indicated in the gunner's primary sight)
- Fixed bug (M1's cal .50 and loader's MG now don't collide as easily as before)
- Fixed bug (HIND now less vulnerable to small-arms fire)
- Fixed bug (FIST-V day-channel and thermal view were not properly aligned)
- Fixed bug (Leopard 2A4 battlesight procedure is now working properly)
- Fixed bug (Infantry marked as killed on the host computer now gets properly killed on client machines, too)
- Fixed bug (infantry ATGM launch sound)
- Fixed bug (Bridges laid in network sessions can now actually be crossed)
- Fixed bug (improved aiming procedures of computer-controlled gunners)
- Fixed bug (added hotkeys to initiate a refill of ammunition ready compartment (no longer needs menu action to do it))
- Fixed bug (remote control of other vehicles' cal .50)
- Fixed bug (some maps didn't show properly georeferenced grid coordinates)
- Fixed bug (a missing resource file error for some languages)
- Added SPAG dummy for constructive simulation purposes
- Vehicles are now more easily damaged in collisions
- Own troops now survive collisions with vehicles. Enemy troops can still be run over, though.
- Made change in network code to make SB more tolerant of large system stalls (caused by memory swapping, for example) to greatly reduce the chance of a disconnection in a network session.

2.299 compiled

- Updated some light vehicles' armor files
- Fixed bug (Leopard 2 gunner can now change TIS settings while in KH mode)
- Fixed bug (Troops no longer dismount automatically after engine turn-off)
- Fixed bug (Assault bridges no longer appear on both sides' maps)
- Fixed bug (Vehicles no longer severely damaged or even killed occasional by small-arms fire while moving towards the attacker)
- Changed model geometry of Leopard 2 tanks to close a ballistic hole (similar to bug)
- Fixed bug (AT-6 "Spiral" reduced to 600mm RHAe)
- Fixed bug (Clicking on the "Exit" button in the map screen will no longer activate the mouse steering in the next view)
- Fixed bug (T-72 no longer shoots at distant targets with primary sight damaged)

Steel Beasts Version History

- Fixed bug (Saved plans with units moved to the edge of deployment zones are now longer locked in place)
- Fixed bug (T-xx gunner's hatches now closed)
- Fixed bug (Loading of PLN files during the planning phase blocked proper spawning of units)
- Fixed bug (AARs now show troops that were killed inside of buildings)
- Fixed bug (Clicking on sights in 3D interior will now center mouse cursor to avoid sudden inadvertent traversals.)
- Updated all MBTs' armor files
- Reduced external sound levels further when inside a vehicle.
- Engines for helicopters can now be turned off only when landed.
- Adjusted brightness of thermal textures for a more consistent look.
- Adjusted floating height of amphibious vehicles.
- Added emplacement depth options for CV9040 and ASLAV.
- Added Instant Action scenarios for all playable vehicles
- Added Gunnery Range scenarios for all playable vehicles
- Added CV90 user's manual
- Added Strv 122 user's manual

2.300 compiled
- Moved ATGMs for T-xx tanks to main gun storage area. (Existing missions with T-xx tanks that have non-zero ATGM counts should be updated in the mission editor to ensure the proper ATGM count.)
- Vehicles with mounted troops will now not open their troop hatches unless the troops are in the vehicle.
- Refinement of vehicle collision model
- Fixed bug (more stable bridge-crossing behavior in the presence of enemy forces)
- Fixed bug (M1 Abrams too likely to catch fire)
- Fixed bug (Text labels of triggers >#32 disappear when used)
- Fixed bug (Gun ready to fire before loading position has been left for firing position)
- Fixed bug (Coax firing techniques for moving targets improved for CV90's computer controlled gunner)
- Fixed bug (Amphibious vehicles occasionally sank into the ground itself)

2.304 compiled and released