



Battlefront

v.1.01

Thank you for playing Battlefront™! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the Matrix Games web site at www.matrixgames.com.

Troubleshooting:

To obtain optimum game performance, close all other applications before beginning a game.

Also, ensure that you have the latest video and sound drivers available for your system and that you have upgraded to the latest version of DirectX from Microsoft. The vast majority of reported problems are resolved by upgrading all drivers and DirectX to the latest versions.

If you are experiencing problems with the game, please contact support@matrixgames.com or post in the Battlefront support Forum at www.matrixgames.com. Please provide as much detail on your issue as soon as possible

March 22, 2007

V1.01

-The V1.01 patch will invalidate v1.00 PBEM games.

- Fixed a number of refresh problems in 1280x1024 mode, which could leave images incorrectly displayed on the screen.

- Corrected a sighting problem where naval units and land units moving could incorrectly expose, or hide, enemy units.

- Removed info on enemy supply state from popup menus.

- Corrected a problem where a secure PBEM game would not load if it was interrupted during a turn. This problem would result in the game being unable to be finished.

- Fixed a small problem where an End Turn warning dialog would occasionally incorrectly state that there were units still to move on the OMA screen.
- The music volume setting is now remembered when the game is quit.
- Fixed a bug where a dead unit could be recorded as having died a number of times.
- Scenario files now show the correct briefing notes when starting a scenario.
- Switch ground now works in the Editor
- Added thread functionality to the AI (only applicable in advanced AI applications).
- Partisans are now working in the Novorossisk Scenario.