



### War in the Pacific™ (v1.8.0.6)

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#### 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](mailto:support@matrixgames.com) or post in the War in the Pacific Support Forum at [www.matrixgames.com](http://www.matrixgames.com). Please provide as much detail on your issue as soon as possible.

#### Change History:

**Please Note:** Old save files (v1.40 and v1.50) will load with the updated version. However, if playing PBEM, once one player has loaded the game using the patch, the player to follow must also play the game using the patch. **Not all fixes work in games that continue from old saves, as some fixes depend on data changes that require a new game to take effect. Some data changes from v1.60 can be transferred to old save files by using the procedure listed below in the v1.60 data change notes.**

**Note that v1.8.0.6 incremental production release includes the following changes:**

Item 1 – Correct issues related to task forces discontinuing loading after another task force was disbanded in the same hex.

Item 2 – Correct issues related to TF destination fields not being cleared. This was causing some TFs under player control to move towards apparently random destinations.

Item 3 – As an interim measure, until the scenario data can be updated, correct the Type 13 radar (device 139) to have penetration=500 thus enabling it to function as an air search radar. This change will be removed once the scenario data is corrected.

Item 4 – Add air detection devices to the device pool displays.

Item 5 – Add code to enable building of air detection devices: 139, 142, 137, 138, 213, 143.

Item 6 – Complete enablement of air search radars aboard ships and increased randomness of radar effectiveness.

Item 7 – Handle overflow for planes diverting to CVs to convert to Op Losses.

Item 8 – Additional performance improvements for DivideCrippledTF.

Item 9 – Change to AutoMineSweep to enable MS to sweep same base.

## **10/21/2006 v1.8.0.4**

Item 1 - Correct LCU leader handling upon LCU divide. Was causing land\_experience to be increased to invalid levels. Fixed.

Item 2 – Correct crash caused by invalid pointer upon player bringing up base display. Added pointer validation check.

Item 3 – Correct crash caused by invalid pointer upon player mouse-ing over enemy port. Added pointer validation check.

## **05/12/2006 v1.8.0.2**

Item 1 - Refueling from AOs

Task Forces that included an Oiler could not refuel from the fuel stores of that oiler. They would refuel from the normal fuel carried by the oiler (or any other ship).

Modified code to allow AOs and TKs in Replenishment TF to refuel themselves from their own fuel cargo. Added recalculation of total load for AOs/TKs if some of their fuel cargo was used. Ensured that Tankers could only perform underway refueling if they were in a replenishment TF (Pearl Harbor TF rule). Also adjusted error message for more detail.

Item 2 - Divided Land units shedding disruption.

Disruption could be removed from a large land unit by dividing and immediately recombining the unit. Fixed.

Item 3 - Allow PG to be included in auto-convoy.

Auto Convoys will not accept PG type ships as escorts when several true ASW ships are classed as PG in WITP. Several Posts on Forum but never addressed.

Item 4 - Fix Pilot allocation on divide to assign existing group pilots to pilotless aircraft.

Allocation of Pilots between sub-groups on AirGroup Divide produces inconsistent results. Uneven pilot distribution between sub groups upon Air Group Divide was addressed in V1.8. The fix did not ensure exactly even distribution but merely corrected excessive allocations of pilots to the "/A" group. The remaining unevenness was primarily divide remainder based on dividing several numbers by three.

Part of the V1.8 fix removed an existing feature that automatically assigned pilots to planes if needed. These were pilots that were already in the airgroup but not yet assigned to specific planes. Assigning pilots to planes during this process tends to use up available pilots in the "/A" subgroup and short those processed later.

This is the change that resulted in the inconsistencies. If an airgroup is divided at different times during the same turn or divided, reformed, and re-divided in the same turn, the allocation of pilots will be significantly different each time. This is due to the inability to predict which aircraft will have pilots and which will not.

This fix reinstates pilot allocation to pilotless planes. It may exacerbate the uneven allocation of pilots in certain circumstances but will also reduce the chances of a crossed allocation where one group has more pilots than planes while another has more planes than pilots.

Item 5 - Clear experience and Morale from disbanded airgroups

Disbanded airgroups were returning with experience levels of their previous pilots. The result of this was a cheat to disband an airgroup with well-experienced pilots into another group, select reform for the disbanded group, and have it return in 90 days with a whole new set of well-experienced pilots. Cleared the experience value on disband, allow group experience to recalculate on return. Also cleared the morale field so it too will recalculate.

Item 6 - Disbanding into air groups not on map.

Disbanding or Withdrawing airgroups check to see if an appropriate air group is available into which to transfer the planes (and pilots for disband). The detection of this appropriate group failed to check the delay status of airgroups so airgroups with delay>0 were being selected as disband/withdraw into targets if their scheduled arrival location is the same as the disband location. Fixed

Item 7 - Destruction of stranded units occurring during orders phase.

An existing routine that handles final destruction of isolated, badly damaged units could be called during the orders phase, making the affected land unit seem to simply disappear. Moved the call of this routine to combat resolution phase and added reporting to the CombatReport file and the active message scroll.

Item 8 - Correct improper draws on Named Pilot Pool

Some pilots in the Named Pilot Pool could be "freed" (i.e. deleted) during calculation of max pilots.  
NOTE: even though the disband into pool function has been withdrawn for PBEM, this fix needs to be implemented as protection for pilot cleaning.

Item 9 - Adjustment to Airgroup Display after transfer.

Continuing problems with display of "empty" airgroup after transfer. Version 1.8.0.1 corrected this for display of another airgroup. Fixed this variation of the error but others exist and are rather difficult to track down.

Item 10 - Draw One Aircraft from Pool not decrementing supply.

The Draw-One-Aircraft-From-Pool function does not decrement supply at group's base. Checks for availability of supply are correct, the supply is just not consumed. This feature was added in V1.8.0.1. Supply now consumed.

Item 11 - Removal of function to Withdraw Pilots

Prior to Version 1.7, this routine was intended to withdraw experienced pilots for rest and a promotion. They were promoted, had fatigue cleared, and were set to return (to their original airgroups) after a short delay. As part of the running-out-of-pilots changes, this was changed to simply deleting the experienced pilots. At the same time a general pilot sweep loop was added to remove excess pilots when remaining pilots were reduced to a certain level. This rendered the withdrawal of pilots redundant. Also, it's process of deleting well-experienced pilots seems improper while sufficient pilot slots are still available.

Item 12 - Recombining Land Units incorrectly averaging preparation points.

When recombining a Land unit that has been divided and had it's sub-units set to different targets, the preparation points were being averaged as if all of the sub units were prepared for the same target. The target of the "/A" subunit will be the target of the recombined unit. Adjusted calculation of preparation points to use the current averaging method only if subunits have the same target. If they have different targets, halve the preparation for the main unit.

Item 13 - Prevent withdrawal of groups with fragments on the map.

A group may not be disbanded if it has fragments anywhere on the board but this check was missing for Withdrawal. Also, a fragment can be withdrawn and it probably should not be. Note: this error was allowing fragments of ship based airgroups to be withdrawn. When they returned they stayed in perpetual "organizing" due to lack of an HQ.

Item 14 - Improper Messages during Torpedo Attack

Improper messages could be generated during attacks by level bombers that could carry torpedos.

Item 15 - Realignment of Ship Class Screen

Use of -altFont causes ship names to overlay speed column. Moved ship name column to the left.

Item 16 - Correct check on airgroup disband.

An airgroup disband range check that was intended to control disband to airgroup subunits was using the wrong control variable. This was preventing disband of ship-based airgroup fragments.

Item 17 - Restructure end-of-turn processing for efficiency

There is a very large delay at "Training Ship Crews" near the end of turn processing. Found that two following functions do not have messages - so their delay appeared to be part of "Training Ship Crews". Added messages ADJUSTING AVIATION SUPPORT and LAND UNIT REPLACEMENT PHASE. Reworked all three routines for efficiency.

Item 18 - Restructure Aircraft Landing Phase for efficiency and proper message generation.

Message "PILOT ASSIGNMENT PHASE" was being generated before message "AIRCRAFT LANDING". Corrected process order and restructured for efficiency.

Item 19 - Add Rail Transfer of Groups will all-damaged aircraft

Airgroups with some ready aircraft could be rail transported if required (all aircraft becoming damaged) but airgroups with only damaged aircraft could not. Can now.

Item 20 - Change the load cost displayed on Static Ground unit lists to show 'Static' rather than a very large number.

The text "Static" is displayed on the individual land unit screen for units that have static devices (load cost 9999). However lists that included such units displayed a numeric value that included a sum of the load cost for all devices - resulting in an improper and very large number. Corrected such list displays to show

the text "Static". Note that text "Static" will sort low, so Static units will appear next to the lowest load cost unit.

Item 21 - Correct processing for floatplane groups on submarines.

The routine that handles aircraft on ships first determines the type of ship. Different processing is used for Airgroups on carriers, Float Plane airgroups on BB, cru, CS, AV, ML, and PG, and Airgroups on AK (as cargo). Submarines were not properly processed since V1.8.0.1. Added submarines to list of float plane ships.

Item 22 - Floatplane-carrying ships in Fast Transport TF record airgroups as cargo.

When ships with an assigned floatplane group are included in a Fast Transport Task Force and do not end up transporting any unit, their floatplane airgroup will be converted improperly to a cargo unit. This results in the airgroup being unloaded as if it were a land unit, with resulting out of bounds index problems and intermittent crashes. Fixed.

Item 23 - Removal of Disband Into Pool Function for PBEM play.

Function removed for PBEM or head-to-head play as it has been broken by cheaters.

Item 24 - Removal of Withdraw Into Pool Function for PBEM play.

Removed for PBEM or head-to-head play.

Item 25 - Removal of display of Named Pilot Pool.

Too little data available and of little value without full implementation of Disband into Pool.

Item 26 - Correct Motorized Support used as engineering vehicle

All type 25 (Vehicle) devices were recognized as engineering vehicles. Limited to the specific Engineering Vehicle device.

Item 27 - Allow transfer of torpedo planes to a carrier in a task force.

Torpedo planes were omitted from the list of aircraft that could transfer to a carrier in a Task Force.  
Added.

Item 28 - Return number of Kills by air sub-group to parent.

Number of kills recorded by a sub-group was not being added into the parent airgroup on recombine.  
Added.

Item 29 - Leader loss after divide of parent subunit.

Land unit divide was leaving the parent leader assigned to sub-unit "/A" but still pointing to the parent. This resulted in the leader being removed and the "/A" subunit suddenly acquiring a Staff Officer as leader. Modified Unit Divide process to properly assign leader to "/A" unit.

Item 30 - Assorted Message errors and improvements.

Output string parameter was mistyped at three places, resulting in portions of the formatting instruction being printed as text. Also found three messages loaded for addition to Operations Report but not actually printed. These were for own-side unit arrivals when playing against the AI. Fixed. Added an additional message for ships being upgraded, also only for own side when playing the AI.

Item 31 - Confirmation step for Disband and Withdraw Airgroups.

The Disband AirGroup and Withdraw AirGroup routines work differently depending on the number of airgroups with the same aircraft/nationality at the same base.

-If there are more than one possible groups to which to transfer the aircraft, a list is presented and the user may either chose one or cancel the disband/withdraw.

-When we had Disband/Withdraw Into Pool, there was an "are you sure" verification step (whole feature now removed for PBEM).

-If there is only one possible disband/withdraw into airgroup, the disband/withdraw happens immediately, without verification.

Add verification for Disband and Withdraw airgroup when only one disband/withdraw into airgroup present.

Item 32 - Adjust size of Carrier's VB unit at the same time that the VS unit is disbanded into it.

At some point during U.S. Carrier group re-organization the carrier's VS squadron is merged into the VB squadron and the VS unit disbanded. The maximum size of the VB squadron is doubled, but not at the same time. A subsequent execution of the adjustment routine is counted on to up the maximum size but

players may move the carrier before this happens, leaving the VB under-sized and over-stocked. Adjusted the maximum size of the VB unit at the same time the VS unit is disbanded into it.

#### Fix 33 - Fix USN VBF replacement state when game started with Replacements OFF

VBF airgroups slated for late-war arriving Essex class CVs are coded with 9999 delay in the database. In 1945, the carrier airgroup processing routine will make them appear on their respective carriers. However, execution of this routine is contingent on the No Replacements function being off. If the game is started with the All Replacements Off function selected, all squadrons have replacements set off, including delayed squadrons. This results in the VBF squadrons being perpetually ignored and never arriving. Fixed.

#### Item 34 - Prevent air groups without HQ from being stuck in Organizing

Arriving airgroups that do not have an arrival base specified will arrive at the location of their Headquarters. Airgroups without an HQ (Independent) can not have an arrival base assigned and will not go through proper arrival processing. Such groups are not normal but can result from disbanding and are present in some ongoing games. Intercept Independent arriving airgroups that have no HQ but do have a valid nationality and set arrival based on the Home Base of that nationality.

#### Item 35 – Allow arriving Japanese airgroups to appear on map with less than maximum aircraft.

Current airgroup arrival processing requires that there be enough aircraft in the pool to fully equip the airgroup. An attempt is made to equip it with upgrade or downgrade aircraft but, if that is not possible, the airgroup is set to “organizing” status until enough aircraft build up in the pool. Since combat operations frequently keep the pool numbers depressed, such airgroups frequently end up perpetually organizing. Allow airgroups to arrive with less than maximum aircraft. This will put them on the board and under player control.

#### Item 36 - Fix SYS damage error in Ship repair when a damaged weapon is present

The Ship Repair routine is only called for ships with at least one point of system damage. A check in this routine is intended to ensure that that last point of system damage is not repaired until all weapons damage has been repaired. However this check was incomplete, resulting in ships being “fully repaired” while still having damaged weapons – which would then never be repaired. Extended the existing check to specifically verify that no weapons remain damaged.

#### Item 37 - Fix overflow in fuel calculation

Ship classes with very large fuel amounts can lead to a numeric overflow in the refueling routine. This generates a very large negative number and actually adds fuel to the refueling base instead of subtracting it.



Increased size of local variables to maximum unsigned integer to reduce chances of overflow. Also bulletproof with a check to ensure the result is not negative nor greater than class fuel.

Item 38 - Correct joint air attacks

Test for possible joint air attacks was considering range to target but not target, resulting in air units from one part of the map joining in attacks in other, distant locations. Added same-target check.

Item 39 - Properly account for removed fragments during Land Unit Divide Check.

Fragments created when a large land unit is transported by sea were not being completely cleared when the unit arrived at its destination and the fragments were folded back into the parent unit. This prevented the parent from subsequently being able to divide as the divide routine thought there were outstanding fragments of the unit. Modified the fragment removal process to fully clear the fragment. Also bulletproof the divide routine to recognize "removed" fragments so games in process will function.

Item 40 - Correct respawn of Allied Cruisers as U.S. Army Ships.

U.S. and Australian cruisers that are sunk will respawn as U.S. Cleveland or Baltimore class ships. The respawn routine sets the nationality in case the ship was originally Australian but uses the incorrect variable. This results in the ships being assigned a nationality of U.S. Army, which links them to incorrect leaders. Changed to point to U.S. Navy instead of U.S. Army. Also tightened up processing of airgroups, handled circumstance of airgroups not on ship at time of loss.

Item 41 - Clear captains from scuttled ships, provide chance of captain surviving sunk ship.

Captains from scuttled ships were not being properly freed, making them "disappear". Freed leaders from scuttled ships. Also reviewed the processing of leaders for all sunk ships and reworked processing to ensure proper freeing of leaders. Provided chance that Captain might survive - with improved chances for both Captain and TF Commander (if different) if there are other ships present when a ship is sunk.

Item 42 - Allow limited refueling from Soviet Bases once Soviets are active.

Fueling is not allowed from Soviet Bases until Soviets are active. Found a few places where the "until Soviets are active" portion of the check was not implemented. Corrected all checks to include Soviet activation. Also limited refueling once Soviets are active to Ships in Soviet Task Forces unless base has been captured by the Japanese, in which case only Japanese ships may refuel there.

Item 43 - Activate Four additional Aircraft icon sets.

There are 249 aircraft but currently only 244 sets of aircraft artwork. Have found that this can be easily expanded to 248. Expansion to 249 is not easily available as the artwork comes in sets of four and the system will not support 252. NOTE: this will not affect stock scenarios but can be used for modified scenarios, which have run up to the 244 limit.

Item 44 - Correct aircraft pool "leak" for reinforcement carrier airgroups

Arriving reinforcement carrier squadrons become trapped in a pool draw-down loop. They draw aircraft from the pool but are not properly set up and "lose" the aircraft. Next turn they do it again - leaking the squadron's max aircraft setting from the pool each turn. Carrier airgroups should not be in the reinforcement queue but save games do show them. Fixes in 1.8/1.8.0.1 and another fix in 1.8.0.2 have addressed this but this additional fix is needed for squadrons that are already in the queue (or may end up there due to more variations of the original withdraw/loss error). Forced airgroup initialization. This will ensure the arriving airgroup is properly processed and the planes drawn from the pool are properly used.

Item 45 - Disappearing unit during air pick up.

Pick up of unit by air transport incorrectly transposing parameters and possibly causing disappearance of unit being picked up. Corrected parameters and added more bulletproofing.

Item 46 - Airgroup Transfers

Miscellaneous clean up for inconsistencies in Airgroup transfers. Add Carrier-to-Dock/Dock-to-Carrier transfers of airgroups to include damaged aircraft. Two more occurrences of phantom airgroup display found and corrected.

Item 47 - Remove listing of Ready/Damaged/Reserve aircraft from reinforcement Japanese airgroups.

This information was misleading as no aircraft actually arrive with the groups and they must be filled out using production aircraft.

Item 48 - Remove residual Task Force names from TF Mouseover, miscellaneous improvements.

Removed residual names (as entered in editor). Added name of ship in single ship task forces. Suppressed some zero data, corrected alignments, reported load/unload condition.

Item 49 - Adjusted editor Task Force ranges from 400 Japanese/100 Allied to 250/250.

Range is now 3500-3749 for Japanese and 3760-3999 for Allied. No affect on current games or stock scenarios - useful only to modders.

Item 50 - Expand minelaying control, allow mining of home ports.

Used Unload/Do Not Unload to control minelaying at destination. Minelayers may now mine home ports and/or make stops without mining. Minelaying messages are generated if at least one side is under computer control.

NOTES:

1. When created or rearmed, minelaying TFs will have their minelaying control set to "Do Not Lay Mines". It must be manually set to "Lay Mines" when the player orders the TF to the location where it is to lay mines.

2. Minelaying TFs that were created prior to this update and that return to their home ports after this update will immediately reload mines and lay them in the home port. This is due to the unload/do not unload option being in the default (unload) condition. Once the upgraded game takes control of minelayers this will not happen.

Item 51 - Corrected problems with the airgroups-at-base screen.

Removed unused hotspots and identified carrier and independent airgroups. Corrected problem with damaged data after sort by HQ (caused by hotspots).

Item 52 - Adjusted ship and transfer-to-ship displays to highlight ships over capacity.

For the ship display, over capacity is listed in light red up to 115%, then dark red. For the transfer to ship display, calculation of over-capacity includes the airgroup being transferred (carrier might not be over-capacity now but would be if transfer was made).

Item 53 - Prevent carrier airgroups from auto-transferring to command HQs when transferred ashore.

Fix implemented only for human player.

Item 54 - Prevent carrier airgroup fragments from returning to their parents if out of range.

Fix implemented only for human player. AI will still use this feature.

Item 55 - Scuttling the last ship in a Task Force produces unpredictable results.

Scuttling the last, or only, ship in a Task Force produced unpredictable results. If the TF was at sea, focus would be lost. This was normally just a display anomaly which could be corrected by refocusing the screen. If the TF was at a port the application would randomly either crash or lose the ability to properly display units at a base.

Item 56 - Cancelling TF creation immediately after disbanding the last TF at a base produces unpredictable results.

Disbanding the last TF at a base left base TF pointers in an inconsistent state. This was wrong but did not cause any crashes due to the order of processing. When a TF creation was started and then aborted without building a TF, the globals were partially reset to their previous (now invalid) values, causing unpredictable results and occasional crashes.

Item 57 - Loss of Land Unit display at a base

Under certain circumstances land units at a base would not display when that base was selected. Found and fixed invalid unit pointer.

Fix 58 - Enemy mines reported as Friendly

An error in the mine counting routine was counting all mines in a hex, friendly or enemy, instead of just friendly. Fixed.

Fix 59 - Add Ships-due-Update to ships screens

Provide a selection on the ships screen (hot key "s" screen) and ships at anchor screen (displayed after pressing "Anchor" at a base). For both, toggle between displaying all active ships (current mode) and displaying only those ships that are due to a refit (upgrade). Due for upgrade is defined as having reached or exceeded the month/year in which the ship's current class is due to upgrade to the ship's upgrade class.

Fix 61 - Load Troops option grayed out on transport TF

The load troops option would sometimes not be available on a transport TF. Load only troops would be available normally. Found a residual value in the loadTroopsOnly indicator that was not being properly cleared. While in there also found improper clearing of the Do Not Unload control and an internal indicator that controls unloading. These resulted in an occasional mismatch between the Do Not Unload option and Loading/Unloading troops. Cleared them.

Fix 62 - Switching between Pearl Harbor and San Francisco using the "Go to Home Port" button does not properly reset page pointers.

This resulted in possible improper display of AirGroup, Task Force, and Land Unit "pages". Fixed

Fix 63 - Enhancements to all four ship list screens for more detail in ship type selections.

For the Ship List, Ships at Anchor List, Ship Reinforcement List, and Ships Sunk List, provided extra selection capability:

1. Broke out CVE from carriers, leaving CV/CVL as only fleet and light carriers.
2. Broke DD category into three: DD, DE, APD
3. Split AP/AK into two separate selections.
4. Split TK/AO into two separate selections.
5. Created new selection "Mine" for all minecraft and removed from "AUX"
6. Created new selection "Pat" for all small "patrol" warships and removed from "AUX"
7. Created new selection "LS" for all larger landing ships (LSD, LSV, LST) and removed from "AUX"
8. Created new selection "LC" for all smaller landing craft and removed from "AUX"
9. Retained Aux, now limited to auxiliaries and tenders.

In addition, added "side" selection to Sunk Ship Lists to allow optional display of Japanese or Allied ships.

Fix 64 - Enhancements to Aircraft Replacements Pool Screen.

Added aircraft type selection, along with additional selections to allow selective display of active or R&D aircraft and those aircraft with planes in pool or without.

Fix 65 - Aircraft being returned to pool when a group has fragments on the board.

Airgroups with fragments would sometimes see aircraft disappear from the parent or fragment. This was caused by an incorrect calculation in total authorized size of the fragments, which triggered an automatic return of "extra" aircraft to the pool. Fixed.

Fix 66 - Control Zone boundary error.

Some hexes in x row 50 and y row 89 were incorrectly being reported as South Zone when they should be in South East. Fixed.

Fix 67 - Next/Previous Task Force Hot Key

The ">" and "<" keys can now be used to move through active task forces. For convenience, the unshifted "." and "," may also be used. When the Next/Previous hot keys are used, any currently open screen is closed and the map is centered on the next or previous task force (by TF number). In addition, the Next/Previous Task Force is conditioned by the Task Force selections in the Task Force List Screen (hot key "t"). If, for example, only Submarine Task Forces are selected using the controls in the Task Force List Screen, the ">" key can be used to sequentially step through all submarine task forces.

Fix 68 - Bulletproof against divide by zero error.

If players move airgroups on/off carriers such that none of the original groups are on a carrier and other group(s) are, the airgroup size calculation will produce a divide by zero. We do keep telling you not to do this.  
Fixed.

Fix 69 - Sync bug caused by escape during strafe attack.

Hitting the escape key during replay of a PBEM turn while a strafe attack is being processed will result in loss of synchronization of the replay. Fixed.

Item 70-> Internal restructure.

Several internal processing routines have been restructured and/or modified for efficiency. No change to game function.

## **05/12/2006 v1.8.0.1**

### **Bug Fixes:**

1. Corrected Float Plane Airgroup size calculation.

The enablement of single-squadron carrier air groups in Version 1.8 caused a miscalculation in the size of Float Plane airgroups aboard non-carrier type ships.

Fix: Ensured separation of processing of air groups for carriers and other, floatplane carrying ships.

Normal processing will recover the damaged airgroup data.

2. Text overflow on combat report.

Addition of "Beginning Assault Value" to the combat report in V1.8 caused the text string to exceed the allotted space when reporting large formations and values.

Fix: Removed word "Beginning".

3. Correct display of airgroup fragment if transfer of an airgroup generated a new fragment.

An airgroup that has 1 or more non-ready aircraft will leave them behind when being transferred to a new location. A fragment will be created at the "transfer-from" site to hold these aircraft. The code was losing

track of the proper airgroup to be displayed during this process and would display a previous working fragment - frequently one from the other side.

Fix: Saved and used correct pointer to transferred airgroup.

4. Corrected Leader Assignment for airgroups without leaders when first pilot assigned.

An airgroup (probably fragment) created without pilots will not have a leader assigned. When the first pilot is assigned it should automatically become the airgroup leader. When additional pilots are assigned they are then compared to the rank/experience of the current airgroup leader to see if the new pilot should replace the existing leader. An error during the creation of "no pilot/no leader" fragments incorrectly reset the leader values, resulting in random failure to designate the first pilot assigned as the airgroup leader.

Fix: Properly initialized the variable. Also found a display-control variable that was not being properly maintained when a leader was assigned. This resulted in either a one-turn delay in displaying the correct leader or a "flash" of Staff Officer before the correct leader was displayed. Also fixed.

5. Disband of airgroups prohibited if they have fragments on the map.

Fix: Expand existing check for fragments and prevent disband (with message)

6. LCU fragments improperly receiving reinforcements.

During turn processing of Land Units with multiple fragments, the system could temporarily lose track of the proper unit(s) that should receive reinforcements. This could result in cut off or unsupplied fragments being improperly reinforced.

Fix: Prevented focus shift away from the proper unit.

7. Corrected multiple "home base" tables to include Canada.

Some of the processes that required reference to a National Home Base did not properly designate a home base for Canada.

Fix: Provided missing reference (base is Vancouver)

8. Fix for Pick Up troops by air transport when first available Land Unit is selected by default.

When the Pick Up Troops option is selected on the Air Group screen the first "pickupable" land unit at the target base is displayed as if it was selected by default. However this selection was incomplete and the player had to force the selection - by moving away and then back to the unit if necessary.

Fix: Properly set default.

9. Patch for airgroup load routine when a parent airgroup and a fragment of a different parent were loaded at the same time.

The load control routine was improperly handling load when an airgroup fragment was loaded at the same time as a different parent air group. This resulted in the actual load routine being confused between the actual parent of the fragment and (different) parent previously loaded.

Fix: Set proper relationship without regard to load sequence.

10. Torpedo Attack Altitude corrections.

Torpedo-carrying aircraft with Naval or Port attack as a primary mission and Airfield attack as a secondary mission would sometimes make torpedo attacks at the airgroup assigned altitude (frequently 6000 feet).

Fix: Ensured torpedos will be dropped from 200 feet if primary mission is naval or port attack.

11. Replenishment CVEs in replenishment and carrier task forces "bleeding" damaged aircraft to pools.

CVEs with replenishment airgroups (designated as Wings) that left port without ensuring that all aircraft were in ready status would have damaged aircraft transferred to the aircraft pool. The exaggerated size of the replenishment airgroups was triggering this movement as the over-capacity checks were not properly recognizing replenishment wings.

Fix: Adjusted over-capacity routines to recognize replenishment wing airgroup sizes.

Note: Players should NEVER transfer replenishment wings off of the CVE on which they arrive and NEVER NEVER place another airgroup on a CVE that has a replenishment air wing. Just don't do it - it will mess things up big time.

12. Re-set max range when airgroup is manually or automatically upgraded.

Upgrade of airgroup was not properly re-setting default maximum range.

Fix: applied default based on range of "upgrade-to" aircraft.

## **Enhancements**

1. Fill airgroup with pilots button and function added.

Airgroups that need two or more pilots will now display a "Get n Pilots" button (where n is number of pilots needed). Pressing this button will select n pilots and is equivalent to pressing the "Get Pilot" button n times.

Note: Button does NOT show "grayed out" when less than 2 pilots are required. If only a single pilot is needed the "Get Pilot" button is sufficient and a grayed-out "Get 1 Pilot" is superfluous. A grayed-out "Get 0 Pilots" is useless and rather humorous.

2. Draw a single aircraft from pool button and function added.

Each press of this button will transfer one aircraft from the pool to the airgroup. The button display includes the number of aircraft in the pool. Button is displayed "grayed out" if function is not allowed for any reason. Allows very precise airgroup size management and is especially useful when there are only a few aircraft available. Display of pool size is very nice.

Note: Function is allowed even if "Do Not Upgrade" is selected. It is subject to all restrictions of normal airgroup reinforcement (no cheating!).

3. Airgroups may be disbanded into the aircraft/pilot pool IF THEY ARE LOCATED IN THE NATIONAL MAIN BASE.

Previously they had to be disbanded into another airgroup and could not be disbanded if an airgroup with the same aircraft type/Nationality was not available in the same base. This restriction still applies for all groups not at the main base and will also be used if possible at the National Main Base. The companion feature of "Withdraw Group" is similarly implemented only the group and all aircraft/pilots are placed in the pending aircraft reinforcement list.

Notes:

If there is another group of the same type at the National HQ base, the group will disband into it normally.

If there is no such group a confirmation step will ask the player if he wants to disband the group into the pool.

If Disbanded, aircraft are returned to the pool and the result is visible when viewing the pool. Pilots are returned to the Named pilot queue that are waiting for assignment and not to the actual "pilot pool". See Enhancement 4.

If Withdraw Group is selected, the group with all planes and pilots will be withdrawn for 60 days.

4. Add available Named Pilot count to Pilot Pool list.



Named Pilots (sometimes called Historical Pilots) are initially pilots that have been defined in the editor. New "Named Pilots" can be created during game play by removing "generated" pilots from squadrons by either disbandment of the squadron or removal of pilots by the "running out of pilots" routines. There are two groups of "Named Pilots":

1. Pilots designated for a specific air group (in the editor) whose delay has expired but have not yet been assigned to the squadron (not yet needed).
2. Pilots of specific Nationality that are available (no remaining delay), have no default group assignment, and have not yet assigned to a group (enabled in Version 1.8).

5. Airgroups having no planes but having some pilots may now be loaded onto AKs (load cost calculated as number of pilots).

Previously an airgroup that has all aircraft destroyed but retained a few pilots was frozen in place. It could not be flown nor picked up by a cargo ship. The assigned pilots were effectively lost and were merely waiting to be destroyed. This modification allows the airgroup to be evacuated by sea. It can then be reinforced, merged, or taken to the national home base and disbanded (Enhancement 3, above) to recover the pilots.

Note: Load cost for an airgroup is calculated as number of pilots - very low load cost but takes up the single "passenger" slot. Load costs for airgroups with planes are based solely on the planes and do not include the pilots.

6. "Push" of supply from a well supplied base to outlying bases now limited to need (human players only). The previous code will push supply from a central base to outlying bases and units based on two factors:

- a. Need - bases and units that are short on supply will receive supplies up to need (based on requested supply less amount already on hand)
- b. Extra - additional supply will be dispersed to bases (but not units) if the sending base is "rich" in supply. This push of extra supply results in difficulty in accumulating supplies at main bases. An example of this is supplies at Port Moresby being pushed to Buna when Port Moresby needs them and Buna does not. This enhancement will remove the "b. Extra" supply movement.

Note: This enhancement is implemented for human players only. A side under computer control will use the original code.

### **Other - Software Library Upgrade**

1. The library routines that process save game compression/de-compression during save and load have been updated to current versions.

## **04/18/2006 v1.8**

- 1) Blocks of active leaders have their values "zero'ed". Fixed.
- 2) Historical pilots are being drawn too early. Fixed.
- 3) LCU fragments are disappearing if the parent unit dies due to disruption/fatigue rather than combat. Fixed.
- 4) Bangkok (and other bases) reverts to wrong HQ if captured by Allies against Japan AI. Fixed.
- 5) 1945 USN CV air group restructure not working since patch v1.4. Fixed.
- 6) Wrong weapon list shows for automatic upgrade of air group on arrival from reinforcement schedule (occurs from earliest version v1.3). Fixed.
- 7) No Japanese Militia units show up in 1945. [Appear in save file but with delay=19999]. Fixed.

- 8) Reduce air/sub spotting reports to the screen, to max of one per sub, but put all reports in the text file. Fixed.
- 9) Air-Transport causing vanishing LCU's. Fixed.
- 10) Beginning and Ending Assault values for each side. Added.
- 11) Prevent respawn of Japanese ships into allied ship area. Fixed.
- 12) Enable carriers with capacity > 99. Added
- 13) Enable single squadron carrier airgroup. Added.
- 14) Adjust British carriers with 2 fighter groups. Added
- 15) Literal changes ("Home Base to Home Port" on Task Force Screen ... on sunk ship list "Unknown" to "Scuttled" ). Fixed.
- 16) Place aircraft removed by group resizing into pool instead of trash heap. Fixed.
- 17) Retreating LCU will now abandon static devices. Fixed.
- 18) Prevent British[Commonwealth] Brigades ( i.e. regimental sized ) units from dividing. Added.
- 19) Teleporting 8 IJA Arty Bde. Fixed.
- 20) 33rd IJA ID disappearing when trying to move from Moulmein. Fixed.
- 21) Fix ShipsAvailable CTD. Fixed.
- 22) Inactive VBF Squadrons (ex VS Squadrons) not moving to re-spawn carrier with rest of airgroup when original carrier is sunk. Fixed.
- 23) Uneven pilot distribution during air group divide. Fixed.
- 24) Suppress on-screen display of pilot kills (still written to log). Fixed.
- 25) Prevent deletion of pilots and leaders whose names begin with a lower case letter. Fixed.
- 26) Mouseover on LCU icon shows ENG with AvSupport as V0 if no engineers are present. Fixed.
- 27) Fix the problem where having computer control on in one zone causes TF's to have their ships stolen in another zone. Fixed.
- 28) Prevent teleportation of supply in some cases where parent/fragment were exchanged. Fixed.
- 29) Internal pilot/group list size expanded from 256 to 512 to prevent disappearing pilots due to pilot/group list overflow. Fixed.
- 30) Prevent ships in organized task forces scuttling when base captured. Fixed.

## **11/19/2005 v1.795 Beta**

### **Bugs Fixed:**

- 1) Some modified saved games were not able to load with new pilot routines. Fixed.
- 2) Added message, "PILOT COULD NOT BE ASSIGNED TO GROUP!", in case pilot could not be created or assigned, when "Get Pilot" is clicked. Done.
- 3) Sometimes, when land units were transported by air, the vanished. Fixed.
- 4) Added message, "NO PILOTS AVAILABLE", in case game maximum pilots has been reached, in case pilot could not be created or assigned, when "Get Pilot" is clicked. Should no longer crash. Done.
- 5) Bullet proofed against crash to desk top, when maximum pilots has been reached and artificial intelligence requests a pilot. Done.
- 6) Modified routine that returns pilots to active duty, to allow slightly wounded pilots to fly, when game approaches maximum pilots. These pilots are assigned a hefty fatigue penalty. Done.
- 7) Reworked air search routines. Altitude is now more important than before. For best results, stay at or below 6,000 feet.
- 8) Submarines now have a chance to reduce the effects of air searches. If the skipper of the submarine makes a successful naval skill check, the air searcher gains less information about submarine location and type. In addition, the skipper may avoid an air attack. In this case, no anti-aircraft check is made and no bombing/depth charge attack is made. Instead, a message is posted, concerning the suspected submarine location.
- 9) Heavy bombers may now fire more of there guns than before. Done.

- 10) Air search at low altitudes is now a little better. Done.
- 11) When the game runs low on leaders, it will now clear out more dead leaders (this fixes the save sent by Michael M.). Done.
- 12) No pilot slots left, no pilots in this group, but pilots in other groups of same nationality that you can steal not working properly. Fixed.
- 13) Fixed broken linked list causing get pilot routine to fail.
- 14) Raised leader clearing triggers.
- 15) Land unit fragments can no longer be set by move all or follow all commands, to avoid disappearing unit issues, particularly when fragments still unloading from transports are included in a "follow" order.

## **10/28/2005 v1.77 Beta**

### **Bugs Fixed:**

- 1) Increased number of missions Allied pilots must fly, before they are rotated. Also, added test to rotation routine, which prevents rotation, if almost out of pilot slots.
- 2) Pilots are no longer withdrawn from air group fragments.
- 3) Pilots are no longer withdrawn from air group sub-units.
- 4) Mission count is reset to zero, when pilot returns.
- 5) Withdrawn Allied pilots no longer return (1 to 3 years later), after rotation out of theatre. They are now removed from data-base, freeing up pilot space. Note they will no longer show up on top pilot [active] list.

## **10/20/2005 v1.73 Beta**

### **Bugs Fixed:**

- 1) Routine that gathers air group fragments located at enemy bases now sends them to the first of the four main bases listed in the scenario that has a value greater than zero (defined in the campaign editor) and is in friendly hands. If none of these apply, it sends them to Osaka or San Francisco if in friendly hands and delays entry if none of the above applies.

## **10/17/2005 v1.72 Beta**

### **Bugs Fixed:**

- 1) Allied air group fragments were being transferred to Japanese command and sent to Osaka, when ever the game was loaded. Fixed.
- 2) Sometimes Allied or Japanese air group fragments would appear at enemy bases. Fixed.

## **10/14/2005 v1.70 Beta**

### **Bugs Fixed:**

- 1) Sometimes a group would not fly, if there were more planes than pilots. Fixed.
- 2) Sometimes, in a human vs. computer game, when a base is captured, the base unit TOE increases for no apparent reason. Fixed.
- 3) Sometimes air group fragments were being formed under enemy control. Should no longer happen for groups which divide after patch 1.0655 applied. Bullet proofing for earlier errors has been written. If fragments are found under control of wrong player, the player side is now changed and fragment is sent to home base.
- 4) Using the "Get Pilot" button should now select historical pilots with historical experience, if any are due, within 60 days. The Get Pilot button was not always working. Fixed.
- 5) Sometimes, pilot replacements were not appearing because of pilot array filling up with dead pilots. Fixed.
- 6) One of the tests for long lance torpedo attacks was some times returning the wrong value, negating surprise. Fixed.
- 7) When Allied task force had no radar, Japanese were sometimes said to be spotted by radar, when they were really being visually spotted. Fixed.
- 8) Enemy units were showing up on bottom bar, when Japanese player selected unit at enemy base from list all units pop-out box. Fixed.
- 9) Game was running out of pilots. Fixed.
- 10) Rebuilt LCU was reverting to original device number despite being upgraded when split. Fixed.
- 11) Negative values were showing on Intel screen because of data overflow. Fixed.
- 12) When air group leaders were killed, ship, task force or land unit leaders sometimes died with them. Fixed.
- 13) Air groups which had been disbanded or withdrawn were returning with zero planes, even though planes were being taken from pool for the group. Fixed. Note that fix only applies to groups disbanded or withdrawn using version 1.603 or later.
- 14) A bug was causing ship captains to vanish. Fixed.
- 15) The 10" CD gun (device #516) was not being produced. Fixed.
- 16) Land units ordered to follow were not arriving in proper hex at proper time. Fixed.
- 17) Allied heavy bombers were using device #210, 2000 lb AP bombs, instead of device #205, 2000 lb GP bombs. Fixed.

## New Player Requested Features:

- 1) The ability of a submarine to evade an ASW pattern now depends more on the skill of the submarine skipper.
- 2) Air groups and air sub-groups may no longer divide or recombine, when fragments of the group exist.
- 3) Malaria zones have been slightly modified.
- 4) Anti-submarine attack routines have been rewritten. Now, seldom will more than 4 ASW vessels normally attack a submarine during a single phase (although many may search). Number of attacking ships depends on task force type, ships types and lots of skill rolls. Instead of each ship making one or two attacks, they may now sometimes continue to attack until out of ASW ammunition. Number of attacks made depend on task force type, ships types and lots of skill rolls. Hits are now deadly much less often, usually doing a point or two of system damage and or occasionally a point or so of flood damage.
- 5) When an air group is divided, it may not reform unless all three sub-units are assigned to the same headquarters.
- 6) When an air group is divided into sub-units and each is reassigned to the same, new headquarters, say Central Pacific to South Pacific, when the sub-units reform, the parent group headquarters will change to that new headquarters.
- 7) When a land unit is divided, it may not reform unless all sub-units are assigned to the same headquarters.
- 8) When a land unit is divided into sub-units and each is reassigned to the same, new headquarters, say Central Pacific to South Pacific, when the sub-units reform, the parent group headquarters will change to that new headquarters.

- 9) Mine laying tenders (MLE) may now service ships of any nationality.
- 10) Destroyer tenders (AD) may now service ships of any nationality.
- 11) Submarine tenders (AS) may now ships of any nationality.
- 12) Repair ships (AR) may now help repair ships of any nationality.

## 6/20/2005 v1.60

### Special Thanks:

**This build incorporates a number of subtle but important fixes to the map data file. These fixes are a result of the hard work of Andrew Brown, who has kindly given his permission for their inclusion in this official release.** These fixes also include some changes he made to land combat unit movement that make it more consistent in areas where rail and non-rail hexes adjoin. A full list of changes is noted below. We thank Andrew for all his hard work in support of War in the Pacific and encourage players to look at his additional alternate maps for War in the Pacific.

### Bugs Fixed:

- 1) Sometimes, when an “all follow” order is given to a group of land units in a hex and then one of them is ordered to “defend”, the “all follow” order is disrupted for the rest of the units in the hex. Fixed. If having problems with this in an existing game, the end user might reissue these orders, to update the save file.
- 2) Under some circumstances in which land units move as a stack, having selected the “all follow” order, the lead land unit and following land units would end up in differing hexes. Fixed. If having problems with this in an existing game, the end user might reissue these orders, to update the save file.
- 3) Land units crossing a river into a hex with superior enemy assault value were not always automatically assaulting on the turn in which they crossed. Fixed. Please note the rule has changed. Now, all land units crossing the river will assault any time they cross, without regard to total assault values present for either side, unless there is a friendly base in that hex.
- 4) Friendly headquarters land units were crossing rivers when prohibited so to do. Fixed. Note that rule has changed. Headquarters land units may now cross a river, if at least one friendly land unit is in hex to be entered. If no friendly land unit is in the hex when the headquarters land unit is about to move into the hex, movement and follow orders for the headquarters land unit will be cancelled and distance traveled will be set to zero. Please note that the headquarters land units are checked after other land units, so the headquarters land unit can cross a river into a hex with other units, using the “all follow” command or if using the “march all” or “march” command if it happens to cross on the same turn as another land unit.
- 5) Under some circumstances, dividing a land unit and then recombining caused the land unit to grow. Fixed.
- 6) Land units with an existing fragment located somewhere were being allowed to divide. This caused a swap prime unit function to be called, when the units recombined. Fixed. Land units may no longer divide, if a fragment of that unit exists.
- 7) When an air group was withdrawn or disbanded (and told to reform), then the aircraft required to rearm the air group were being charged twice. Fixed.
- 8) Air search and air based ASW effectiveness were too effective. Fixed.
- 9) The auto-convoy system was not working properly. Fixed.
- 10) Submarines with mine dispensers were not able to properly reload them, using MLE type ships. Fixed. Please note that MLE will only reload mines for ships of the same nationality.
- 11) When the player turned off replacements for an air group on an aircraft carrier and there were fewer pilots than planes and the group flew a mission, it used ordinance according to the number of ready aircraft, instead of ready pilots. Fixed. Please note that there is not always a one to one ratio of possible sorties flown to ordinance points used. The mission type and ratio of planes flying to

ordinance points left do modify ordinance points used and as ordinance points are reduced, the number of planes flying is also reduced, as the carrier captain tries to make what he has left last longer. If the number of ordinance points left is less than twice that needed for an escort mission, the number of planes sent is halved and if less than six times that needed for a strike mission, the number sent is reduced by one fourth. There is also a small variance due to aborted missions or flights.

- 12) The headquarters of a captured base would sometimes revert to a headquarters of the other player. Fixed.
- 13) When units received replacements, there was no experience reduction. Fixed.
- 14) Units were always receiving a large suppression penalty when crossing a river. They no longer do so, if there is a friendly base in the hex into which they are moving.
- 15) The combat resolution replay sometimes showed varying results, when the two players had differing settings for the combat reports, animation and combat summary preferences or when one of the players used the hot keys to turn on or off animations, combat summaries, or the kill text options during combat resolution or playback. Fixed. The problem was that these variances caused the random numbers generated to differ. Please note the hot keys listed above no longer function in secure PBEM games. The settings are saved when the Japanese player completes his turn. These saved values are used during combat resolution and playback and the player's original values restored immediately afterwards. So, for instance, if the Japanese player has combat animations turned on from a menu (cannot be turned on or off, by hot key), animations should appear during the resolution and playback and neither player can turn them off.
- 16) Players may continue existing games and gain the benefits of the new orders of battle files (OOB), by going to the in game preferences screen. If the saved game has not had the version 1.60 OOB changes added, the player can click on the hot text, to so do. In the case of a secure PBEM game, only the Japanese player will have this option.
- 17) Adjusted level bomber vs. fighter combat routines, by allowing a greater chance for bombers to fire at fighters or drive them away. Also, increased ammunition level bombers were using when so doing.
- 18) The following bases indicated an incorrect zone on the base orders screen: Amoy, Swatow, Hong Kong, Yap, Ulithi, Woleai, Satawal, Truk and Tarawa. Fixed.
- 19) Adjusted bomber vs. fighter combat routines, by increasing benefits of larger level bomber formations, by allowing more guns to fire.
- 20) When variable reinforcement was selected, Japanese naval land units, naval air groups and ships were still using the fixed reinforcement option. Fixed.

## Clarification:

Rule Clarification: The rule that says bases in malaria and cold zones are exempt from the penalties applies to bases with a maximum normal airfield build size of 9 or more. Building facilities at bases with smaller maximum normal airfield or port sizes will not negate the penalty, but will somewhat ameliorate the problem.

## Data Changes:

**Please Note:** Players may continue existing games and gain the benefits of the new orders of battle files (OOB), by going to the in game preferences screen. If the saved game has not had the version 1.60 OOB changes added, the player can click on the hot text, to so do. In the case of a secure PBEM game, only the Japanese player will have this option.

- 1) Fixed facing issue of Nevada Class 12/41 secondary batteries 3/60 scenario 15 and 8
- 2) Fixed facing issue of Colorado Class 12/41 forward turret Scenarios 15-16
- 3) Fixed facing issue for North Carolina Class 20 mm (1203) 4/43 all scenarios
- 4) Fixed facing issue for South Dakota Class 20 mm (1205) 1/44 all scenarios
- 5) Fixed device list order for (336) O-19 class, subs should now be able to reload mines from MLE, all scenarios
- 6) Changed device 294 Japanese 4.7 DP gun is now DP Gun
- 7) Changed device 278 Japanese 20mm AA/AT gun to AA Weapon

- 8) Changed Device (61) Allied 4"/45 is now DP
- 9) Changed Aircraft (051) KI-45 KA1a Nick to maximum load 300.
- 10) Changed Aircraft (052) KI-45 KA1b Nick to maximum load 1102.
- 11) Reduced the replacement rate of B-17E from 25 to 10, and weapon slot #12 (B-17E) of the Seattle location (#853) from 50 to 30. (Total B-17E production now 40 units per month, Campaign scenarios only)
- 12) Changed the Following Japanese device Penetration / Anti-Armor values.
  - a. Device 292 3" DP Gun 25 / 25
  - b. Device 293 4.7" CD Gun 50 / 50
  - c. Device 294 4.7" DP Gun 50 / 50
  - d. Device 295 5.5" CD Gun 60 / 60
  - e. Device 296 8" CD Gun 190 / 190
  - f. Changed device (294) Accuracy value to 50
- 13) Changed designations of the following Allied units
  - a. Unit (2638) is now 86th USA CD Battalion
  - b. Unit (2738) is now 144th USA CD Regiment
  - c. Unit (2961) is now 1st Australian Artillery CD Regiment

## Map Fixes:

- 1) The map changes below are identical to those in Andrew Brown's separately released official map fixes (version 6).
- 2) The major change is a modification to the way the presence of rail/road/trail links between hexes are represented. The change is intended to prevent the 'bug' which allows LCUs to move from a hex containing rail/road/trails, to a hex that does not, at a fast movement rate - as if the rail/road/trail DID join the two hexes.
- 3) Hexside between 68-41 and 69-41 changed from ocean hexside to ocean+land hexside. This should fix the problem with the railway along the East coast of Honshu north of Tokyo.
- 4) Hexside between 35-39 and 36-38 changed from ocean hexside to ocean+land hexside. This should fix the problem with the railway along the East coast of Vietnam near Hanoi.
- 5) Hexside between 38,54 and 38,55 changed from ocean to blocked. This is the 'canal' that passes through the island of Palwan in the Philippines.
- 6) (\*) Hex 107,24, near Nome, changed from deep ocean to shallow ocean.
- 7) Hexside between hex 110,31 and 110,32, near Anchorage, changed from land to ocean+land to match the map art.
- 8) Hexside between 112,31 and 112,32, near Anchorage, changed from land to ocean.
- 9) Hexside between 113,29 and 114,30, near Anchorage, changed from land to ocean.
- 10) Hex 113,31, near Anchorage, changed from coastal clear to deep ocean, and land bridges to the West and Northwest removed.
- 11) Hex 113,32, near Anchorage, changed from coastal clear to deep ocean, and the land bridge to the Northwest removed.
- 12) Hex 40,53, between Taytay and San Jose, changed from deep ocean to coastal forest. There is a large island drawn in this hex.
- 13) Hex 45,52, near Lamon Bay, changed from deep ocean to coastal forest. There is a large island drawn in this hex.
- 14) Hex 41,55, near Iloilo, changed from coastal atoll to deep ocean. There is no island drawn in this hex.
- 15) The hexside between 41,55 and 42,56 (Iloilo) is changed from ocean to blocked, to remove the 'canal' through the island of Panay.
- 16) Hex 36,66, near Tomini in Sulawesi, changed from deep ocean to coastal clear. There is a large island drawn in this hex.
- 17) The hexside between 50,79 (Near Hollandia) and 50,80 changed from land to ocean (hex 50,79 is an ocean hex).
- 18) The hexside between 48,78 (Sarmi) and 48,77 changed from land to ocean (hex 48,77 is an ocean hex).
- 19) Hex 28,59, in the middle of Borneo, changed from coastal mountain to land mountain.
- 20) (\*) Hex 27,63, near Banjarmasin, changed from coastal forest to land forest.

- 21) Hex 28,64, near Banjarmasin, changed from coastal forest to land forest.
- 22) Hex 14,20, near Trivandrun, changed from coastal clear to coastal forest to match the map art.
- 23) (\*) Hex 35,45, near Camranh Bay, changed from coastal forest to deep ocean to match the map art.
- 24) An island with clear terrain has been added at hexes 104,22 and 104,23, to match the map art.
- 25) An island with clear terrain has been added at hex 104,29 to match the map art.
- 26) Hexside between hex 103,36 (Dutch Harbor) and hex 104,36 changed from ocean to land.
- 27) All of the hexsides between hexes 127,34, 126,33 and 126,34, near Prince Rupert, changed from ocean to land to match the map art (a large island is drawn here). In addition the hexside between hex 127,34 and 126,35 is changed to blocked to make it impossible for ships to cross the island.
- 28) Hexside between hex 125,32 and 125,33, near Prince Rupert, changed from ocean to land, to match the map art (a large island is drawn here).
- 29) Hexsides between 122,31 (Sitka) and adjoining hexes changed to match map art, and to stop ships sailing through Baranof Island.
- 30) Hex 29,22, near Calcutta, changed from trail to rail/highway transport link type to match map art.
- 31) The hexside between hex 17,49 (Mentawi Island) and 17,50 changed from land to ocean.
- 32) The hexside between 50,143 and 51,144, near Dunedin, changed from blocked to ocean+land.
- 33) Hex 67,112, near Koumac, changed from coastal forest to deep ocean.
- 34) (\*) Hex 41,39, near Wuchow, changed from trail to rail/highway, to match the map art. In case this was changed to trail on purpose (to make Wuchow harder to attack) I also severed the transport link between this hex and Wuchow (42,39).
- 35) (\*) Hex 41,40, near Wuchow, changed from rail/highway to trail, to match the map art.
- 36) (\*) Hex 14,25, between Trincomalee and Colombo, changed from road to trail to match the map art.
- 37) Hexside between ocean hexes 34,79 and 35,79 changed from land to ocean (this looks like the hangover from an island that was removed from the map).
- 38) Hex 31,23, near Dacca, changed from trail to railway/highway, to match the map art.
- 39) Trail removed from hex 32,23, near Dacca, to match the map art.
- 40) Hex 75,81 changed from Atoll to Deep ocean to match the map art (no island is drawn in this hex).
- 41) Hex 85,93 changed from Atoll to Deep ocean to match the map art (no island is drawn in this hex).

## **4/25/2005 v1.50**

### **Bugs Fixed:**

- 1) Submarines on human control were not returning to port, when Winchester or Bingo. Fixed. Submarines now return to port when they have exhausted torpedoes or have fuel reserves less than the distance to home base x 1.5, when on a patrol mission. Submarines on other missions automatically return to port, when mission is complete, but no test is made to see if they have enough fuel to accomplish mission. This should be ascertained by player, when setting mission. Also, submarines in task forces of more than one submarine only have the submarine with the lowest number in the database checked.
- 2) When a group was transferred to a new base, leaving damaged planes behind, and the order to upgrade aircraft was given, damaged aircraft from old base joined group even when upgrade was not allowed for some reason. Fixed.
- 3) Land units loaded on ships were receiving equipment upgrades. Fixed.
- 4) It was reported that some times, leader errors were occurring when a task force was formed and the automatic leader selection option was selected. Did not have a save and could not reproduce the error. Bullet proofed against several possible causes. May help in games started with version 1.50.
- 5) It was reported that some times, leader errors were occurring when a flagship was forced to disengage from the task force. Did not have a save and could not reproduce the error. Bullet proofed against several possible causes. May help in games started with version 1.50.
- 6) It was reported that some times, leader errors were occurring on turn one of games. The leader database conversion routines have been bullet proofed against bad data in scenario files. This includes



possible problems with sunken ship leaders, leaders with inappropriate ranks assigned, leaders with no names, incorrect leader ranks for nationality and empty leader slots with partial data.

- 7) The option to change the build status for bases shown in the base list screen was not functioning properly. Fixed.
- 8) The option to accept or deny replacements for all armies shown in the army list screen was not functioning properly. Fixed.
- 9) Leader errors sometimes occurred when a ship was sunk. Fixed.
- 10) When transferring air groups, a partial group transferred to a location with another partial group from the same primary group caused the primary group to become the selected group, instead of the combined partial group. Fixed.
- 11) The upgrade/do not upgrade all ships button on the list all ships screens was not functioning properly. Fixed.
- 12) The air search routine had an overflow problem that affected groups with a low experience factor. Fixed.
- 13) A plethora of bugs plagued the Kamikaze code. Fixed.
- 14) Ohka bombs were not working properly. Fixed.
- 15) Aircraft armed with Ohka bombs did not have the bombs listed as a weapon. Fixed.
- 16) Ohka bombs were not being accounted for properly, when used. Fixed.
- 17) When a task force was created by splitting off ships from an existing task force and the flagship was transferred, a flag ship for the old task force was not being selected. Fixed.
- 18) Partial air groups and sub-units of air groups were not retaining the firing arcs of their guns. Fixed.
- 19) The option to turn on or off upgrades for Japanese ships in the list all ships at this base screen was not functional. Fixed.
- 20) Sometimes, when a pilot leader was killed, a ship leader was replaced with a pilot leader. Fixed.
- 21) The mouse rollovers for Engineer and Air Support were including disabled element values. Fixed.
- 22) When the player selected the unload command for a task force, the order was ignored, if the "Do not unload" option was in effect. Fixed. Now, when the player selects the unload command, the "Do not unload" option is toggled off.
- 23) Under some conditions, group fragments with no plane type were accessed by the next group button on the lower bar. Fixed.
- 24) When a task force was created, all data was not properly cleared, causing the new task force to have the destination, loading status or speed settings of the previous task force with the same number. Fixed.
- 25) Full air groups had the same aircraft repair rate as squadrons. Fixed. Now, a group repair will repair about the same number of planes as it would, if you split the group up into squadrons.
- 26) On the ship data screen, the text that was supposed to read "Cargo Capacity" read "AC Capacity". Fixed.
- 27) Fighter aircraft converted to Kamikaze missions were doing no damage. Fixed.
- 28) Cargo task forces set to pick up or deliver oil or resources were sometimes freezing one hex from destination. Fixed.
- 29) Under some circumstances, zones of control were not inhibiting computer controlled land unit movement. Fixed.
- 30) Air groups belonging to restricted commands could be transferred onto escort carriers (CVE) and float plane groups belonging to restricted commands could be transferred onto cruisers (CL/CA). Fixed. Now, air groups belonging to restricted commands may only be transferred onto ships, if they start the game on that ship.
- 31) When an air group fragment was disbanded or withdrawn, the player was queried as to whether he wished the group fragment to return in 90 days. Fixed. This query now only applies, for the parent group. Note that when a group is divided, using the "Divide" option, the three sub-groups created are not group fragments, but are sub-groups.
- 32) Sometimes, when a base was captured, air group fragments were left on the base. Fixed.
- 33) When the player selected "Next TF", "Previous TF", "Go to Home Base" or "Go to Main Home Base" in the task force orders screen, and in some cases when clicking on the task force icon on the bottom of the screen, the sea path (hexes with yellow outline) was not being properly updated. Fixed.

- 34) In the air group orders screen, toggling the “Show Float Plane”, “Show Carrier Aircraft” button was not automatically showing the first group or the appropriate type (the player had to click on “Next/Previous” group, before the first group of the appropriate type appeared). Fixed.
- 35) Groups were not properly returning with carriers that were sunk. Fixed.
- 36) Phantom groups were sometimes operating from captured bases. Fixed.
- 37) A refueling calculations error sometimes caused fuel to be subtracted from ships, if none was a base, when the refuel from port button was selected. Fixed.
- 38) Air group fragments were sometimes formed with improper data, due to old data not being properly cleared when a previous group with the same number was removed from play. Fixed. Bullet proofed a number of routines to avoid this occurrence.
- 39) When an air group was divided into sub-groups, eligible pilots in the sub-groups were promoted, so that one could take command of the sub-group. When the group was recombined, the pilots who had been promoted were showing up on the list of available commanders for air groups other than the one in which they were pilots. This allowed a pilot to command one group, while being a pilot in another. Fixed. They no longer show up on the commander replacement list for any groups, other than the one in which they are a pilot.
- 40) With combat-animations turned on, night air-to-air combat was locking up the game. Fixed.
- 41) When the flagship of a task force was separated from the task force, due to damage, the captain of the flagship became task force leader and sometimes listed on the available leaders, as well. Fixed.
- 42) When the flagship of a task force was separated from the task force, due to damage, if the task force leader was an admiral, he was returned to the available leader pool, Instead of transferring his flag to another ship in the main task force. Fixed.
- 43) Under some circumstances, pilots getting shot down were killing leaders of other air groups. Fixed.
- 44) Bases with group fragments were sometimes occupied by enemy forces. Fixed. A base may no longer be occupied if any group fragments are present.
- 45) The artificial intelligence was sometimes creating task forces at bases that were under human control. Fixed.
- 46) Aircraft from production were being added to air groups on ships that had been sunk. This caused them to vanish from the pool. Fixed.
- 47) Groups with a maximum size larger than 50 were not always filling out properly, when total planes had been reduced to less than 50 aircraft. Fixed.
- 48) If an air group was divided and each sub-group transferred to the same base and the sub-groups were then reformed, the resulting parent group was eligible to transfer again. Fixed.
- 49) Some computer controlled base force land unit fragments were growing too large. Fixed.
- 50) When the set all to follow order is given to a land unit, other units in hex following that unit had an extraneous “30” in the following text. Fixed.
- 51) When movement orders were given to a land unit from the list all units, orders screen, the currently selected land unit on the bottom bar was receiving the order. Fixed.
- 52) Chinese units that were destroyed were not reappearing in Chunking. Fixed. All Chinese units (infantry and other) now reappear at the beginning of the next turn, at 1/3 strength.
- 53) Assigning a primary mission to air groups with a secondary mission of port attack sometimes allowed the groups to fly both missions in a single day. Fixed.
- 54) Under some conditions, unit fragments were building such that the fragment had more elements than the appropriate formation type. Fixed.
- 55) On the list all air groups in this hex screen, toggling off replacements was showing the wrong pop-out message. Fixed.

## New Player Requested Features:

- 1) A new Realism setting has been added, “Player Defined Upgrades”, which if toggled on, allows a human player to change the upgrade for a group to aircraft of similar class, using the “Upgrade/Do Not Upgrade” option button. This setting is locked in PBEM games.
- 2) The “Upgrade/Do Not Upgrade” toggle function has been changed, when the “Player Defined Upgrades” setting is set to “YES”. It now evokes a modal screen, where the player may toggle the

“Upgrade/Do Not Upgrade” option. He may also choose the aircraft type to which the group will upgrade. There are a number of limitations as to what aircraft appear on the list, but in most cases, several appear.

- 3) Using the command line parameter `-altFont` now switches the game font from 14 point Times New Roman to 15 point Ucid Sans Unicode. This font is a bit larger and may work better on some monitors. Although this feature is unsupported, a goodly number of minor changes to text-boxes, list-boxes and text placement were made to account for the larger font size.
- 4) Using the command line parameter `-colorblind` now causes all general text to be printed in white. This includes items that used to be printed in various shades of red, orange, grey and blue.
- 5) On the task force orders screen, the option to “Return to Osaka” has been replaced in full map scenarios to return to the home base command location, if under Japanese control. These are Osaka for Home Defense Command, Pusan for the Kwangtung Area Army, Saigon for the Southern Area Army, Sapporo for the Northern Area Army, Canton for the China Expeditionary Army, Bangkok for the Burma Area Army, Saipan for the 4<sup>th</sup> Fleet and Truk for the Southeast Fleet. If the command location is under Allied control, the default Osaka option is retained.
- 6) Land units that have the replacements toggle set to, “No replacements”, no longer receive equipment upgrades.
- 7) Leader numerical skill values of Administration, Aggression, Air Skill, Naval Skill, Land Combat Skill and Administration Skill are now displayed under the evaluation of the leader in the exchange leader screen for all leader types.
- 8) Now, air groups with the “No Replacement” toggle on receive neither pilots nor planes.
- 9) When ships carrying resources, oil, supply or fuel suffer deck or belt hits, some of the cargo is now destroyed. The amount depends on the type and severity of hit and type of cargo. In some cases oil or fuel may ignite, causing fire damage.
- 10) Using the command line parameter `-deepColor` causes the game to initialize in 32 bit color depth, instead of the normal 16 bit color depth. Please note that for most systems, there will be no visible difference and that map scrolling and pop-out box display will still take twice as long.
- 11) A new button on the air group orders screen, “Get New Pilot”, allows the user to add a pilot to the group. These pilots come from the pilot pool. Pilots assigned to the squadron that become available would eventually join the group, anyway, and or generated pilots would be added, as needed, but if the player wants to fill the group out immediately, he can continue clicking the button, until all the planes have a pilot.
- 12) Pilot air to air combat kill reports are now more accurate.
- 13) Air search routines were rebalanced.
- 14) Night bombing accuracy against all targets has been reduced. Night bombing for non-city targets has been reduced more. If proper skill and experience rolls are missed, they have been reduced greatly.
- 15) Some land combat routines, including minimum victor casualties have been recoded.
- 16) Magazine hit chances have been reduced. Hit location and angle of projectile are now of greater importance.
- 17) Non-penetrating bomb hits may now do slightly more fire and system damage, depending on hit location.
- 18) Allied dive bombers may now sometimes use 1000 pound AP bombs, after August, 1942. Heavy Allied bombers may use 2000 pound AP bombs beginning in 1943. Skill rolls, experience rolls and, in the case of heavy bombers, adequate supply [needed x 2] apply. These AP bombs can only be used to normal range, against naval targets. This feature will function in games started with version 1.50 or later.
- 19) Land units which cross a river into a hex with enemy units now have their combat status set at assault, if there is no friendly base in that hex and the total enemy value in the hex into which the unit wishes to move is greater than the value of friendly units already in the hex. Headquarters units may not cross a river into a hex with enemy units if the total enemy value in the hex into which the unit wishes to move is greater than the value of friendly units already in the hex.
- 20) The “Divide Unit” and “Recombine Unit” buttons for air groups no longer appears, if any partial units (fragments) exist.
- 21) Air groups may no longer upgrade to new aircraft types, if any partial units (fragments) are crated onboard a ship.
- 22) Land combat occurring not in a base has had the negative modifier for the attacker decreased.

- 23) Chances for air attacks against surface task forces in base hexes have been randomized to a greater extent.
- 24) Optimized land movement orders a bit, for speed.
- 25) On the task force orders screen, the colors for the range to destination and fuel available have been changed. Until now, if the estimated fuel needed exceeded 75% of that available, the values were printed in red; else they were printed in green. They are now printed in red, if the value exceeds 100% of the available fuel.

## Clarification:

To use the new, larger font:

- 1) Create a shortcut from the EXE (right-click on it then drag & drop it).
- 2) Right-Click on the new shortcut and choose properties.
- 3) Add space then -altFont to the far right of the "War in the Pacific.exe" on the Target line, such as "C:\Matrix\War in the Pacific.exe -altFont"

Don't forget the other switches. If you want, add another space then tack one of these 6 on -ww -wd -dw -dd -colorBlind -deepColor (windowed weekly autosave, windowed daily autosave, full screen weekly, full screen daily, use white text for most common text and initialize game in 32 bit color), such as "C:\Games\War in the Pacific.exe -dd -colorBlind".

## Data Base Changes and Modifications:

- 1) Changed Infantry Squad Replacements rates for some Allied Nations Anzac - 40, Britain - 25, Indian - 80, Commonwealth 20
- 2) Scenario 14, Corrected arrival date for CVL Langley to 430815
- 3) Scenario 9 fixed ships starting game in inland city Dacca, moved them to Chandapur.
- 4) Changed all USAAF Air groups set to arrive as reinforcements (Groups arriving after 3/42) for SEAC to arrive in Karachi instead of US west coast. (Groups flying the Trans Africa route to get to India) all scenarios that apply.
- 5) Scenario 3 removed some bad ship data from slots 4274 - 4275, 4367 4369, 4378, 4512 - 4517 and 4967 - 4970 that was causing unnamed Allied ships to show that they were incorrectly arriving in Truk as phantom Japanese ships.
- 6) Finished correcting leaders to ensure they arrive on the same date as the units they command in scenarios 2 thru 14
- 7) Corrected ship 4378 spelling Oglala correctly
- 8) Corrected planning target of 101st RN Base force to Singapore
- 9) Changed ship Algonquin-3698 to Canadian Nationality all scenarios
- 10) Scenario 3 and 4 Fixed Lexington class to correct class (3/42) for scenario start date.
- 11) Added 4 Japanese air groups, T1/25th Chutai thru T4/25th Chutai with L2D2 Tabby aircraft (max 12 per group) Locations Tokyo, Ominato, Takao and Saigon. Returned Thora back to normal upgrade path.
- 12) Added L2D2 Tabby factory to Nagasaki, production 10 per month
- 13) Scenario 14, fixed all Hudson I Groups to correct bomb load
- 14) All scenarios fixed CA London class upgrades and rear main battery in 1413 class.
- 15) All scenarios fixed Yamato class 001 and 501 secondary gun mount facing issues.
- 16) Corrected Tambor class forward tube to 2 ammo instead of 3 (All scenarios)
- 17) Reduced Device 075, .50Cal M2 Browning machinegun penetration from 10 to 9, Reduced device 070 13.2mm Type 93 AAMG from 10 to 8.
- 18) Moved Japanese carrier Akagi (0001) in all scenarios to slot (0017), to fix issue in data base that was resetting the commander to the last one on the list 19999 every time the Data base was opened. (Leaving slot 0001) open.
- 19) Changed KI-27 Nate's max speed from 286 to 292, and the climb rate from 2950 to 3050
- 20) All scenarios removed extra space in front of some Allied ship names in the 9500 slot range to allow these ships to be displayed correctly when using the sort or list function.

- 21) Scenario 10 11 and 12 fixed Japanese aircraft production in base 220 Ise, (was not reset when A6M3a was moved from slot 008 to 017)
- 22) Added Allied 1000lb AP and 2000lb AP bombs to device data base in slots 198 and 210
- 23) Made various corrections to scenario 2 to fix off map units arriving and units scheduled to arrive after the end of the scenario.
- 24) Removed duplicate DMS Long (2317) from all scenarios that apply.
- 25) Made various corrections to all small map scenarios 2-8 to correct arrival or inclusion of off map units.
- 26) Added VR-15F (2203) and VR-15T (2304) and assigned them to arrive with CVE Block Island (3109)
- 27) Removed special characters from leaders names in all scenarios that was not allowing the leader to be selected or changed.

## 12/08/2004 v1.40

### Bugs Fixed:

- 1) When unit was loaded causing partial unit to be formed, the partial unit was ignoring the accept replacements toggle and always setting the partial unit to "Accept Replacements". Fixed. The partial unit now has the same toggle value as the parent.
- 2) When using the "Next/Previous" buttons in the group order screen for groups onboard a ship, crated groups were appearing. Fixed. Also, bullet proofed against crated groups appearing when using the buttons for land based groups.
- 3) When a ground unit was divided, the sub-units had "Accept Replacements" turned on. Fixed. The sub-units now retain the toggle state of the parent.
- 4) Adjusted air group targeting routines against task forces. Fixed. They are now much more likely to attack smaller task forces and task forces docked at bases, if no better targets present themselves.
- 5) Air group replacements for the opponent in human vs. computer games and PBEM games were sometimes being reported to both players. Fixed.
- 6) When issuing movement orders to ground units, some hexes were forbidden, that should have been allowed. Fixed.
- 7) When a task force had the "Auto-Disband" option turned on and auto-disbanded, the task force leader vanished and no longer appeared on the list of available task force commanders. Fixed.
- 8) Ships in harbor were sometimes receiving new captains for no apparent reason. Fixed.
- 9) Sometimes, when an air group was divided and recombined, the leader was lost. Fixed.
- 10) Zones of control were not properly being saved between game sessions. Fixed.

### New Player Requested Features:

- 1) Level bomber repair time has been reduced some what.
- 2) When a base completes airfield or port construction in a PBEM game, notification is now displayed and recorded in the operations report. Until now, this only happened when one of the players was the computer opponent. Fortification increases are still not shown in PBEM games, as this information is not available in the mouse over display.
- 3) On the ship screen evoked from the task force orders screen, the endurance value, as measured in nautical miles, is now followed by the maximum number of hexes the ship may move under power in parentheses.
- 4) Changed text "land based units" to "ground units" in some locations.
- 5) The base orders screen now has a button which evokes a screen with all bases belonging to the same headquarters as the selected base.
- 6) The ground unit orders screen now has a button which evokes a screen with all ground units belonging to the same headquarters as the selected ground unit.

- 7) The air group orders screen now has a button which evokes a screen with all air groups belonging to the same headquarters as the selected group.
- 8) The bonus the Zero receives for the first 5 months of the war no longer apply to planes of the American Volunteer Group (AVG).
- 9) On the task force orders screen, the option to "Return to San Francisco" has been replaced in full map scenarios to return to the home base command location, if under Allied control. These are San Francisco for West Coast Command, Anchorage for North Pacific Command, Pearl Harbor for Central Pacific Command, Noumea for South Pacific Command, Brisbane for Southwest Pacific Command and Australian Command, Karachi for Southeast Asia Command, Hong Kong for China Command, Soerabaja for ABDA Command, Manila for USAFFE, Vladivostok for Far East Command, Auckland for New Zealand Command and Vancouver for Canadian Command. If the command location is under Japanese control, the default San Francisco option is retained.
- 10) The option to make night aerial attacks against ground units has been removed from the interface and computer opponent's repertoire.
- 11) The accuracy of aerial attacks against cities, ports and airfields has been dramatically reduced.
- 12) The "Refueling OK" option now allows task forces that auto-disband to refuel before hand. Until now, the option only referred to arrival at the destination hex and not the home port. So, returning home, they did not refuel, before disbanding. Note that this auto-refueling before auto-disbanding will cause them to begin the next turn with some operations points expended.
- 13) Aircraft slots 8, 14 and 24 and 76 have been changed to carrier capable for the Japanese and slots 243 to 249, for Allies.
- 14) Some ground units, ships or task forces had a leader displayed with a rank of warrant Officer "WO". Except for very small Japanese units, such as a barge, this indicated no leader was present. Tried to bullet proof this, as much as possible, from the saves received. Should this occur again, the leadership abilities of the theater command will be used, with a penalty applied and "Staff Officer" should be indicated as the leader.
- 15) Added a new phase, "LEADER REASSIGNMENT PHASE". This phase tries to locate lost leaders and make them available for assignment. This bullet proofing might restore some lost leaders in existing games.

## **07/21/2004 v1.30**

### **Bugs Fixed:**

- 1) Under some circumstances, the list all units in the hex screen was not showing the units for the side which did not control the base. Fixed.
- 2) AS, AD and AGP class ships were not properly reloading torpedoes into any ships. Fixed.
- 3) Japanese bases sometimes do not allow command transfer to another command, when it should be allowed. If the Japanese player has enough political points, he should be able to transfer a base to any other command if the new command has a land based unit in the hex with the base. Fixed.
- 4) Fighters on CAP are ignoring Kamikaze aircraft. Fixed.
- 5) The computer opponent is turning off aircraft replacements, when it shouldn't. Fixed.
- 6) Air groups bombing at high altitudes were hitting too often, because of a mathematical underflow. Fixed.
- 7) Allied buttons on the task force screen for creating PT boat and barge task forces were close together, causing some players to click the wrong button. Moved them apart. Fixed.
- 8) The "Set All" buttons on the air group orders screen was setting all groups, including Kamikaze units. The Kamikaze status of each air group is now tested, before set all orders apply. Fixed.
- 9) Supply task forces were being formed for human player by computer, without permission, during execution phase. Fixed.
- 10) Extraneous text, "JAPANESE HQs" was appearing at the top of the change command list on the base orders screen for some bases. Fixed.
- 11) Land based units given orders directly or by set all options that had accumulated miles retained those miles, when orders to go to another location, defend or attack were given. Miles traveled are now set to zero in these cases. Fixed.

- 12) Sometimes, when land based units were ordered to go to a location and then a set all move/follow option was selected for that unit, the text description was not proper. Fixed.
- 13) Air combat and submarine task forces were sometimes avoiding shallow water, when not needed. Fixed.
- 14) Task forces were not behaving as expected and changes to the artificial intelligence were made to address the difficulties. Fixed.
- 15) The artificial intelligence was basing ships at forward bases that had poor air cover when it did not need to so do. Fixed.
- 16) The artificial intelligence was needlessly sending TF around Singapore when the Allied player still had strong air units there. Fixed.
- 17) The artificial intelligence was not reacting to early Allied aggressive move. Fixed.
- 18) Japanese AE and MLE conversion delay dates were not decrementing properly. If there are enough merchant build points, these will now decrement properly. Fixed.
- 19) Ships on accelerated build were not always appearing on map, when they were supposed to. Fixed.
- 20) On the bottom bar, when a paratrooper icon was clicked on, the paratrooper icon changed to an infantry icon. Fixed.
- 21) Some continuous supply task forces located at San Francisco were disbanding when the player did not order so. Fixed.
- 22) In some games, the computer opponent had no replacements set to true. Fixed.
- 23) Level bombers were loath to attack ground troops. Rewrote the targeting routines. Level bomber groups are now more willing to attack land units. The group must now have less than half the planes present damaged in order to attack. They will still resist flying against land units, if the range is greater than 10 for the Japanese or 8 for the Allies, but will do so with good rolls. They will choose a target in the assigned hex with the most useful elements. They will only fly missions against targets that have some elements undamaged or have unit supply. Fixed.
- 24) Submarines on mine laying missions were not rearming properly. Note that submarines on mine laying missions or transport missions may not rearm torpedoes. Fixed.
- 25) The victory conditions for games extending into 1946 were not those listed in manual. Fixed.
- 26) Under some circumstances, forces could not attack units with all elements damaged. Fixed.
- 27) When ships loading land based unit were transferred into another task force, the unit they were loading sometimes vanished when unloaded. Note that transferring a ship in the process of loading a land based unit will cancel the loading process. Fixed.
- 28) When loading a task force and all elements of the units being loaded were on board on the turn of loading, sometimes the main unit was not replacing the partial unit created at when loading started, which caused the unit to vanish when unloaded. Fixed.
- 29) Under some circumstances, Allied ships were having the skipper changed to a Japanese officer. Fixed.
- 30) The routine that initiated coastal gun fire at all ships entering the Bataan hex was being called for all hexes with bases. Fixed. Just entering a hex with a task force should no longer draw fire, except for the Bataan hex. Fixed.
- 31) When upgrading a group, if the maximum range setting was greater than the maximum range of the new aircraft, then the maximum range text setting in the group orders screen was not updating properly. Fixed.
- 32) Allied ships without radar were locating Japanese ships, using radar. Fixed.
- 33) Ships and ship classes with a radar device in slots 1 to 10 were not able to use that device. Fixed.
- 34) Some coastal locations were showing up on the automatic supply base list and the option to become part of the automatic supply system was on the base orders screen. Fixed.
- 35) If friendly troops were in an enemy base and a group was ordered to air transport them out, enemy units could be selected for pick up. Fixed.
- 36) Air groups were able to transfer off ships with more than 49% combined fires, flood and system damage when the task force in of which they were a part was at sea. Fixed. Now such a ship must be in a task force docked at a friendly base or in the base itself. The transfer must be also made from the selection screen and not by clicking the location on the map.
- 37) An extraneous "--r" symbol was being displayed on the air group transfer base selection screen for groups on ships. Fixed.
- 38) Some pilots were not showing up on the top pilot list, even though they should. Fixed.

- 39) When a mine sweeper or allied cruiser or carrier was sunk, any damaged systems were not repaired before the carrier was put back into the list of returning ships. Fixed.
- 40) Task forces containing destroyers with no ASW weapons could have mission changed to ASW mission. Fixed. No longer possible.
- 41) The computer opponent would sometimes try to transport land based units by sea which belonged to the human player. Fixed.
- 42) Under some circumstances, air groups based on aircraft carriers were becoming too large, which prevented air operations on the ship. Fixed.
- 43) Under some circumstances, units being transported by air were vanishing. Fixed.

## New Player Requested Features:

- 1) PT boat torpedo reloading required a base size of 3+ and a base supply of 20,000+. The base supply requirement has been reduced to 3000+.
- 2) AS, AD and AGP class ships could only reload torpedoes into ships of the same nationality. This limitation has been removed.
- 3) Limited bitmaps for land based units, similar to task bitmaps, now appear on the land based unit orders screens.
- 4) Land based units now maintain and leave a zone of control in the hex they occupy or have transited. Enemy units may not trace supply or retreat through one of these zones or move from one of these zones to another. If both sides occupy a hex, zones for both sides are present. To see where the zones are, the player should press "w". This will cause a white "A" (for Allies) or "J" (for Japanese) to appear on the map in each hex with a zone. If both sides occupy the hex, a letter for each side will appear.
- 5) The automatic victory conditions may now be overridden. In games of less than 365 days, the player must play until the number of turns in the scenario has been played. In games of greater than 364 days, if one side achieves an automatic victory, a new option is available on the end game screen, "Continue Playing". If selected the game will then continue to the number of turns in the scenario have been played.
- 6) Until Soviet activation, Allied task forces may no longer give loading, unloading, home basing, disbanding, refueling, replenishing, continuous supply, or docking orders at Soviet bases. Neither player may order task forces into a hex with an inactive Soviet base.
- 7) Bombardment task forces now have the option "No Escorts Bombard". If selected, only BB, BC, CA, CL and CLAA will bombard. Smaller ships will not approach the shore line and will neither bombard nor be subject to fire from coastal defense guns. If no ships of afore types are in the task force, "Escorts Bombard" is mandatory.
- 8) In naval battles, combat task forces will now try to maintain contact with enemy cargo, transport or replenish task forces for a longer period.
- 9) When only allied motor torpedo boats (PT Boats) are in a task force, they will no longer "cross the T", gaining a tactical advantage, instead.
- 10) The player is now notified, when a task force receives coastal gun fire as he enters the Bataan hex.
- 11) The targeting routines have been rewritten. Fires onboard no longer increase the chances of a ship being selected as a target in the day time, as much.
- 12) Motor Torpedo Boats (PT Boats) are now more likely to attack and be attacked by screening ships, than the ships being screened.
- 13) Anti-submarine warfare (ASW) routines have been rewritten. Allied ASW vessels should not be quite as effective before the middle of 1943 and American submarines should be a bit more resistant to Japanese ASW attacks after the middle of 1943.
- 14) The partial air group unit aircraft upgrade option has been removed from the interface and when an air group does upgrade, all partial units belonging to that group are immediately moved to the base where the group is located and combined. Any excess aircraft above maximum allowed for the unit are removed and placed into the pool.
- 15) Bases under non-restricted commands may now change commands for 10% of the normal cost.



- 16) A notation is now made in the operations report, when an undefended location is occupied by the enemy.

### Clarification:

- 1) To change base to another command, a land based unit from the new command must be present at the base. If all units at the base are under the current base command or no units are at the base, no command change may be made.
- 2) When a base is captured, the command under which the base is placed is determined by geography and not the command of the capturing units.

**07/14/2004 v1.20**

### Bugs Fixed:

- 1) Soviet activation due to date sometimes required a game restart to occur. Fixed.
- 2) When changing night fighters from night to day operations, no default mission was being assigned. Fixed.
- 3) Changed replacement and upgrade mouse help hints, so as to be less confusing. Fixed.
- 4) Under some circumstances, an air group transfer could corrupt the current air group, current land based unit, current base or current player. Fixed.
- 5) Under some circumstances, the show all land based units at this base to show no units, until the base icon was clicked again. Fixed.
- 6) The repair option "Yes" or "No" on the Allied industry screen following the selected aircraft type was colored green, instead of yellow. Fixed.
- 7) When a CS type ship was carrying aircraft and cargo, the line showing number or sorties was being written over the cargo. Fixed.
- 8) Under certain circumstances, the player was being allowed to give movement orders to a unit in the hex with an enemy unit, into an adjacent hex with an enemy unit in it. If the unit is in a hex with an enemy unit, that unit can only plot to move to a friendly base. Note that the movement may not be executed, if an enemy unit is adjacent, blocking or later blocks the path. Fixed.
- 9) A unit was allowed to march through multiple enemy units, as long as the destination towards which it was headed was a friendly base. This negated zones of control. Now, a unit may not march from a hex in which there is an enemy unit into another such hex. Fixed.
- 10) The routine that checks for adjacent units was not finding units that moved two hexes in a turn, into the searching unit's hex, thereby never moving adjacent. It now searches the hex the searching unit is in, as well. Fixed.
- 11) When the Intel screen was opened, some existing animations persisted. Now, all pop-outs are closed, when the Intel screen is evoked. Fixed.
- 12) Players should not see the message that Japanese torpedoes "fail to detonate" as often. Fixed.
- 13) In anti-submarine attacks, changed message from "did not hit sub" to "not near sub", as these ships did not get to attack. Fixed.
- 14) The routine that is called to automatically create a task force was using the same routine the AI uses. I wrote a new routine that has less stringent standards, so the complaint that there are not enough of the proper type ships will appear less. Fixed.
- 15) Transport aircraft sent to pick up troops at another base did not always have a variable set properly when they finished and were sometimes transporting them back to the old base, when they were done collecting them. Fixed.
- 16) The PBEM game required the player to exit the game, before the execution phase would function properly. Fixed.
- 17) The PBEM game was corrupting the preferences. Fixed.
- 18) Partial air groups were sometimes flying to fields with no air support when they tried to rejoin the parent group.

- 19) Combat sounds were not always playing proper file. Fixed.
- 20) Land based units were sometimes disappearing from map, when unloading from a ship. Fixed.
- 21) Transport aircraft transporting troops to another base did not always have a variable set properly when they finished and were sometimes collecting them, when they were done transporting them. Fixed.
- 22) When making save file call to Windows, if the player clicked exit before the call was finished and the "file saved" message appeared, the program would crash to desktop. Fixed. Changed the mouse cursor to an hour glass, so the player would know program was still saving and cleared the button, after Windows call was made.
- 23) If the Allied player did not return British ships, when they were recalled and the political points (PP) when negative, the player could still change commands for units and exchange leaders, driving the value further negative. Fixed. Now, the player cannot change commands or replace leaders, if the PP is negative.
- 24) Under some circumstances, disbanding an air group could corrupt other air group commands at that base. Fixed.
- 25) Clicking on Manchurian bases and/or land based units caused the garrison total displayed in the Intelligence screen to alter its value. Fixed.

## New Features:

- 1) The player may now select "Allied Sub Doctrine", which causes Allied submarines to avoid an aggressive posture until the middle of 1943. The result is the submarines will get off fewer shots at longer range and receive fewer depth charge attacks.
- 2) Submarine task forces on special operations missions, such as mine-laying and transport will now avoid contact with enemy task forces.
- 3) Ships of AVD type (fast seaplane tenders) are now allowed into surface, bombardment, fast transport and ASW task forces.
- 4) The list all bases on map now has options at the bottom to start/stop base construction for all locations on the list, at once. The toggle works for all locations on the list (excluding any that have been filtered out and therefore do not show up on the list).
- 5) The maximum number of aircraft for an air group, shown in parenthesis after the group type and nationality is no longer shown for partial groups, as they do not receive replacements.
- 6)

## **06/31/2004 v1.10**

### Bugs Fixed:

- 1) Some users were receiving a 722 error when trying to start the game. Fixed.
- 2) Sometimes when suing the tutorial the game would crash. Fixed.
- 3) The engine and fire sounds played in the ships data screen were not looping properly. Fixed.
- 4) The music in the orders phase was not always advancing properly. Fixed.
- 5) The in game mouse click was not being played properly. Fixed.

### New Features:

- 1) Land based unit and air group replacement and upgrades states may now be changed by the player, when the friendly unit or group are under computer command and control.
- 2) The list all land based units in this hex and list all land based units on the map screens now have options at the bottom to turn on/off replacements for all land based units on the list, at once. The toggle works for all land based units on the list (excluding any that have been filtered out and therefore do not show up on the list).
- 3) The list all air groups in this hex and list all air groups on the map screens (both land based groups and ship borne groups screens) now have options at the bottom to turn on/off replacements for all air

groups on the list, at once. The toggle works for all air groups on the list (excluding any that have been filtered out and therefore do not show up on the list).

- 4) The list all air groups in this hex and list all air groups on the map screens (both land based groups and ship borne groups screens) now have options at the bottom to turn on/off upgrades for all air groups on the list, at once. The toggle works for all air groups on the list (excluding any that have been filtered out and therefore do not show up on the list).
- 5) The list all air groups in this hex screen now displays the total number of aircraft, ready aircraft, damaged aircraft and reserve aircraft at the selected base.
- 6) The list all air groups on map screen now displays the total number of aircraft, damaged aircraft and reserve aircraft on the map, in addition to total ready aircraft (which it has always shown).
- 7) The list all air groups in this hex and list all air groups on map (both land based groups and ship borne groups screens) now have options at the bottom to stand down and reactivate all air groups on the list, at once. The toggle works for all air groups on the list (excluding any that have been filtered out and therefore do not show up on the list). The stand down effect is the same as the one on the individual air group orders screen. The reactivate effect allows each group commander to choose a mission, secondary mission and patrol level for his group.
- 8) The ships data screen now has a toggle which determines if the ship is allowed to upgrade, when it is eligible. The upgrade date is shown and the option is written in yellow. Clicking the option changes the state. If "No" is selected, the ship will not automatically upgrade, when in a port with ship repair yards.
- 9) The list all ships in this port and list all ships on map now have options at the bottom to deny/accept ship class upgrades to all ships on the list, at once. The toggle works for all ships on the list (excluding any that have been filtered out and therefore do not show up on the list).
- 10) The ship data screen now has next/previous buttons when evoked from the list all ships in this port screen. The buttons work for all ships on the list (excluding any that have been filtered out and therefore do not show up on the list)
- 11) Air groups belonging to USAFEE or ABDA that are disbanded, withdrawn or destroyed when a base is captured now return as SWPAC groups.
- 12) When a base is selected for preparation by a land based unit, the player now sees a message, indicating such.