

Advanced Tactics Gold
Read me File – June 10, 2011
Version 2.05

Welcome.

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

Below you will find the latest and greatest information on Advanced Tactics: Gold™. Information in this document supersedes that in the official game manual.

Troubleshooting:

Ensure that your system meets the minimum system requirements. These are found in the game manual. Also, ensure that you have the latest video and sound drivers available for your system. The vast majority of reported problems are resolved by upgrading all drivers to the latest versions.

If you are still experiencing problems with the game, please use our Help Desk at www.matrixgames.com/helpdesk or post in the Advanced Tactics: Gold™ Support Forum at www.matrixgames.com. Please provide as much detail on your issue as you can.

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

Change History:

V2.05 – June 10, 2011

- **Additions:**

- Cavalry SFType added. It could prove useful in low tech scenarios to get some offensive and mobile power (also requires no raw!). Basically it attacks 2.5 times better as regular infantry versus soft targets but is two times as expensive, also it's more mobile than "horse".
- AI- setting has been added (it gives -25% production to AI and stops it combat and move bonus in generic.at2-based scenarios)
- 2 world options added to random game setup screen.

- **Rules fine-tuned:**

- Truck production cost lowered from 1000 to 750. Also raw use from 5 to 4.
 - Train raw cost up from 10 to 20.
 - Raw mine levels II and III are less productive now to make Raw a little scarcer.
 - Reduced naval fuel use quite a lot... move / 2, attack / 4.
 - [b] shortcut for artillery attack now also works when targeting an enemy fleet on the seas.
 - When clicking export log files in editor it now also exports a rulevar text document.
- **Scenario Design New Option:**
 - Overlays are now permanent. Landscapes, roadtypes and rivertypes can be set to transparent. In a started game the overlay is drawn first and then all hex graphics are drawn. In editor you can use 'I' shortcut to cycle through 3 different viewmodes (draw first, draw transparent last), (draw first only), (draw transparent only). Keep in mind that using an overlaymap can eat a lot of system memory resources when you use a large picture! (Out of top of my head I think 4MB memory use per 1 megapixel (1000x1000)), so keep it small to start with.
- **Bugs fixed:**
 - Regime colorization bug fixed.
 - Fuel issue with moving unit with lots of different fuel users solved and fixed.
 - Crash on surrender fixed.
 - OOB window bug fixed.
 - Clicking 'New' in editor crash fixed.
 - Immediate load of prehex sprites in editor now.
 - Sound directory opens correctly again when selecting sound fx for sftypes.
 - Allied AI retreat bug fixed.
 - Production graphic bug is fixed.
 - Build window list clicking could be slow => speed improved.
 - Fixed bug in editor where you could not always remove height from map.
 - Air exploit fixed where you could make air move with CV even if way more air then CV carrier power and they would not expend fuel.
 - Train sound uses train sound now.
 - Kamikazes hit-points when attacked by artillery fixed.
 - Carrier fighter III research now has correct picture.
 - execsetmovematrix added.
 - checkroadtype, checkbridgetype, checkrivertype added.
 - AI will no longer produce too little supply, which it used to do in certain cases as reported on the forums
 - Production issue with leftovers fixed.

- Bridge raw cost check issue fixed.
- A few other minor issues fixed.

V2.02b – May 4, 2011

• Improvements

- Loading time should be reduced. I switched a lot of landscapetype graphics, including Rivers, Roads, FOW, and Shroud, to spritesheets instead of 64 seperate files. The total number of files being loaded should be about halved by this change. Also the landscape type sheet-use option may make it a lot easier to make landscape mods since you now only have to edit 1 file instead of 64.
- The select hex and select unit with action card pop up screens have been improved, notably with a larger action card graphic so you can clearly read the text on it. (Helps a lot in lotr scenario)
- Editor now has better setup in higher resolution so you can always see the mini-map.
- Editor now allows you to change starting regimes.

• Bug Fixes

- AI bug with rulevar (253) = free transfer, fixed.
- Disband resource display glitch fixed.
- Anti-Supply range of ships is halved.
- Rockets & Kamikazes no longer exert Anti-Supply.
- Allied AI option now is set after player has selected which regime is AI and HUMAN. Fixed for classic as well as new random games.
- Editor related bug caused by deleting research fields is fixed.
- Scrolling down, in zoomed-in mode in high resolution, not reaching bottom of map issue is fixed.
- When you open history screen for first time in round, step is now always at 0.
- Editor related bug caused by designer placing desert hexes in non desert climate hexes is now fixed.
- Fixed some erroneous Raw + AP cost preview for building road/bridge as well as actual costs. What you now see as the projected cost is equal to the real cost.
- Fixed bug that caused unit transfers from scenario to scenario in campaign scenarios (6th army) to crash is now fixed.
- Fixed a bug where the AI could crash when moving into a hex and capturing a crate.
- Unit constructing road or bridge now have different sub-formations paying different AP costs, engineers pay the cost for moving into the other hex as it was before the construction of road/bridge, all other sub-formations of the unit pay the AP cost for moving into the hex after the construction was finished. (This makes working with Engineers and Trucks in the same unit easier.)

- Naval ships can now longer be transferred on own power through hexes with anti-supply on them without chance of suffering losses.
- Recon issue resolved.
- Improved behavior of AIResourceCompliant routine.
- Fixed error that occurred if you fought giant battles (>1000 individuals involved).
- Space shorkey works again in conjunction with road construction.
- Rulevar added to allow extreme screenshots to be made (at your own risk)
- Russia scenario Saratov, Voronezh and some other cities damage is given now.
- Factory gfx switch around fixed.
- Old pt2 popup removed.
- Name issue in troop detail screen fixed.
- Scenario load popup now shows all file types, so you can more easily load your pt2 scenarios from the scenariobank.
- Ranger IV itemtype fixed.
- IsSupply & IsPolPt are now correctly overruled by UseSFTTypeGraphic.
- Rangers cost set to 140 (was 100).
- Random games now always start with everybody at peace.
- Katushya II research issue fixed.
- Inf Gun IV artillery attack values fixed.
- Center map on town if selecting town in production overview screen.
- Added check "checkunitstaffpercent".
- Various calculations corrected.
- Fixed sound for level 2 and 3 infantry attacks.

V2.00c – April 13, 2011

- **Initial Release**