Readme Unofficial PGII Version 2

This Patch fixes 5 bugs and adds 18 improvements in the game. PGII Version 2 (V2-Patch) is mainly created to give PG2 designers more opportunities with campaigns, scenario and equipment design at hand. These additional possibilities will hopefully affect future Efile versions, campaigns and scenarios, so the players will also experience the game in a new way. Not immediately, but gradually more and more.

The Patch Team!
B.M.M.L.C.
05/04

Bug Corrections

1) You can no longer pick up units that have moved or fired to the deployment window. With one exception, the game ignores used movement points of recon class or for units with the recon move leader.

2) The crash to desktop when disembarking a unit into the last victory hex is fixed. This applies to units dropped from an air transport and units exiting from sea transport.

3) Cost calculation to upgrade and reassign units now works with current unit strength.

4) The game now supports read only file attributes. You no longer need to "de-select" the read only file attributes from your files.

5) The 5th minor country bug is fixed. The "Attack Stance" byte of a player will no longer be interpreted as 5th minor country in scenarios.

Game improvements

Scenario/Campaign design

These extensions give the designer new possibilities to affect the behavior of the game in scenario playing. All features must be activated individually over a byte in the scenario file to work in the game.

1) You can buy experienced units. The scenario designer can set different default experience values for all players in a scenario. You can set values between 0 and 65,535. But at 65,536 the experience will run over to zero. The unit will have one bar per 100 experience, with a max of five. Use the player prestige of turn 40 for the default experience value. The settings affect all new units in a scenario, including prototypes. Activate this feature only if your scenario less then 40 turns long!

2) The current strength of a unit will now load from the scenario file, meaning that current strength works correctly now.

3) The current fuel value of a unit will now load from the scenario file, meaning that current fuel value works for all units except for core units in the first scenario of a campaign.

4) The current ammo value of a unit will now load from the scenario file, meaning that current ammo value works correctly now.

5) The scenario designer can now choose to not allow paratroop deploying over ocean hexes in a scenario. This feature did not fix the ocean-deployment bug! It simply avoids it. This bug is still in the game.

6) The scenario designer can choose to not allow prototypes in a scenario.

7) You can now set what music you want the game to play in a scenario. You can save two music file names in the scenario file. They will play in a loop during the scenario. But you do not have to use two files. One file will also play in a loop. The music must be *.MUS format (PCM RAW format - 16bit 22,050 stereo) and be in your Panzer2\SOUND folder.

8) It is possible to set a default basic strength for bought/prototype units. The scenario designer can set different strength values for each player in a scenario. Valid values range between 1 and 15. The prestige cost calculation for units now works with a "current unit strength" factor. Thus the player pays/gets the correct prestige when buying/upgrading units or reassigning over-/under strength units. Also the core calculation against the cap in campaigns works with current unit strength.

9) The campaign "Brilliant Victory"-Smack works now for non main countries. For US, UK, German and Russian campaigns the game uses the default BV Smack files.

10) The deployment window opens now only in the first turn automatically. After turn one you must open the deployment window manually.

11) The unit strength icons from 16-20 work correctly now. You must change the UNITINFO.SHP file in your Panzer2.DAT file with the attached UNITINFO.SHP file to enable the feature. The V2-Patch is compatible with the original UNITINFO.SHP file.

12) Infantry class units can now be awarded as prototypes.

13) Campaign designers can now define a custom timeframe for prototypes in scenarios.

Equipment Design

For two extensions, 15) and 17), it is necessary to modify SHP and TXT files. You will find a description of file format changes in Appendix.

14) The Equipment file limited of 2,000 units and 2,000 icons (G-Patch), has been raised to 4000/4000. But the EQUIP97.TXT file containing the unit names has a size limit of 32Kb (32,767 bytes).

15) More countries available. Nations 27, 28, 29, 30 and 31 can now be used in equipment files. Their flags must be inserted into the FLAGS1.SHP file in the same order as the flags of the previous 26 nations and their names added after the last line in the GUI97.TXT. This feature is active if the game finds 124 or more icons in the flags1.shp file.

NOTE: To use this feature, it is necessary to modify SHP and TXT files. You will find a description of file format changes in the TechDoc file.

16) It is possible to give non-recon class units recon movement availability.

17) Custom Leader and Generals pictures. This feature opens up a new field for equipment designers. This feature is active if the game finds 156 or more icons in the FLAGS1.SHP file. The NAMES.TXT file containing the Leader/General names has a size limit of 32Kb (32,767 bytes).

NOTE: To use this feature, it is necessary to modify SHP and TXT files. You will find a description of file format changes in the TechDoc file.

18) The expiry dates for transports works now.

Improvements from all prior patches

UK v1.02g Patch Fixes:

Bug Corrections

01) Air Defense units can no longer fire at naval targets.

02) Aircraft units can no longer fire at naval targets from adjacent hexes.

03) The Right-click while a Recon (or a recon leader unit) unit is moving, to get unlimited movement, this is fix by disabling the mouse button while any unit is moving.

04) The Air transporter counter is now working properly. You cannot gain more transporters by the undo bug.

05) The sea transporter counter is now working properly. You cannot gain more transporters by the undo bug.

06) The Flag for the first scenario in the scenario select list, now displays properly.

07) The 4th transporter field in "Requisition Unit" is now fully workable.   It will display both name and icon.

08) Ground conditions should be working fully correct.

09) If a tank attacks immediately (without moving) after an overrun, it no longer regains all its movement points. (Do not confuse this with the Beach-overrun-bug, as it is still there)

10) If a recon unit moves without spotting hidden units and then attacks, the undo is no longer available.

Game improvements

01) Map numbers up to 32,767 are now fully workable. The reason some user maps crashes the game should also be fixed. The reason has to do with the internal Bridge table, and is also why bridges cannot be blown on user maps.

02) The Equipment file limit of 1000 units and 400 Icons (they then turn invisible), has been raised to 2000/2000

03) The expire date is now working.

04) An Expire Month has been added to the game, by the use of an unused byte in the Equipment spec. That is the offset 19h byte, right before the Month Available.

05) Aircrafts cannot be boxed in anymore. So you cannot trap enemy aircrafts with your own. Aircrafts are no longer effected by zone of control.

05a) Aircraft leaders altered so they cannot get 'Superior Man.' leader.   - Follows on from previous ZOC alteration.

06) The game now recognizes all the campaigns you want. The scroll bar does NOT work, however the [up] and [down] arrows does.

07) The flag in front of a campaign is selected via the second last byte in the *.cam file. Just enter the normal country code, like 08h=Germany, 0Fh=Norway etc…