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STEEL BEASTS

4.3103 Release Notes

Steel Beasts 4.3103 (Web Installer) Version History and Release Notes

eSim Games offers only a full installer for this version of Steel Beasts. We recommend uninstalling any older version of Steel Beasts Pro PE to minimize the chance of file version conflicts (scenarios, maps, etc.). Map Packages can remain untouched.

Installation instructions can be found from page 3 of this document.

We recommend reading this document with a dedicated PDF viewer capable of showing the embedded table of content.

These Release Notes were compiled under great time pressure and may therefore be somewhat rough on the edges.

Note: **This *Steel Beasts* version requires a new license. Owners of an existing license for *SB Pro PE 4.3* may upgrade for free – but you have to get yourself the new license.**

Upgrade Licenses may be purchased from the eSim Games web store (for details, see below): <https://www.esimgames.com/store/>

Customers with time-limited licenses may continue to use their existing licenses until they expire.

This is a preliminary document to complement the version 4.3 User's Manual.

This document summarizes changes **only** since version 4.397 (August 2024); Previous Release Notes can be found on the eSim Games Downloads page: www.eSimGames.com/Downloads.htm

Preface

The product name has changed from “Steel Beasts Professional, Personal Edition” to just “Steel Beasts”. This signifies a few key changes; the Professional version (no matter which variant) no longer is for sale to the general public. Compared to the Personal Edition, the following key changes apply:

- No more Orbat exports to XML files in the Mission Editor
- No more Reduced Wait Times in the Mission Editor
- The number of network players had to be reduced to four (from eight)
- AARs can no longer be saved, or loaded. You may still review your game right after completion, though
- Report files have improved in quality
- There may only be one callsign template per party in new scenarios
- New scenarios will always come with a time limit of six hours or less
- Earthworks construction times can only be set at varying degrees of accelerated
- The Friendly ID feature is gone
- AI firing smoke grenades may no longer be disabled
- All parties will exclusively use diamond-shaped panels
- The Maximum map size per scenario has been reduced to ca. 324km² (=18x18km², or other dimensions of equivalent area)
- The print function for maps has been removed
- You can no longer save and load the Assembly Hall state
- The Range Rings have been removed from the Planning Phase

This new version **Steel Beasts 4.310x** comes with a massive, six-phased, battalion sized **Operation Idistaviso**.

Hardware recommendations

...are unchanged:

4.3 requires a 64 bit Windows version, Windows 10 or 11.

Downloading, unpacking the self-extracting archive and immediate installation requires up to approximately **40GByte harddisk space temporarily**. Of these, *Steel Beasts* will claim about **19 GByte free harddisk space permanently**; the rest may be freed up through deletion and/or copying the installation files to a USB stick. However, in order to edit maps, **100 GByte free disk space** will be required **per unpublished map** for the uncompressed



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map data, which will be largely freed up on publishing. Usually, it is therefore better to work on only one map at a time, and to prefer Delta maps over Base map packages as they usually consume less disk space.

We recommend a 3.0GHz multi-core CPU (faster is better, and the latest generations are considerably faster than old CPUs of nominally the same clock speed), **8GByte RAM** (16...64 recommended for high resolution map conversions), **2GByte video RAM** (more is better; much more is much better), and generally a **DirectX 9.0c** graphics card supporting **Shader Model 3.0** (which includes pretty much everything that is currently commercially available).

Mouse, keyboard, and monitor are mandatory. A sound card and internet connection are strongly recommended. Joysticks and selected control handle replicas are supported.

DirectX 9.0c is included; it is however possible to download a separate installer: <https://www.microsoft.com/en-us/download/details.aspx?id=8109>

Anti-Virus software has in the past been a **source of trouble** for some. If an installation fails on the first try, the next step should be to disable the AV program during the installation, or to create an exemption for the Steel Beasts installer program. Note that some AV programs only pretend to shut down, but a service (or the executable itself) remains listed as active in the task or in the services list.



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Installation

For all customers with or without an already existing installation of Steel Beasts:

If applicable, **uninstall** prior installations of Steel Beasts (keep the map packages). Then run the **Bundle Installer** 4.310x (SBBundleInstaller_4310x.exe) (where “x” stands for an unknown number greater than 2).

For customers accustomed to Steel Beasts Pro PE 4.0 (or older):

With version 4.2, eSim Games introduced a web installer that will download the necessary files as you install. There’s also an option to keep downloaded installer files if you are on slow or metered connections. This web installer is generally easier, and you simply run the same installer in the future; it will then automatically check for the latest version.

(Only) for those who like to retain more control at the expense of convenience:

Since version 4.1 there are now **multiple installers**. We recommend applying the Map Package Installer first. The *Steel Beasts* installer will recognize your prior choice for the map package folder’s location. This is important insofar as the map packages consume more than 70% of the storage space that Steel Beasts needs, and will keep growing as you may download additional map packages in the future.

1. Download **all** parts of the self-extracting archive installers into a common directory, e.g. C:\Temp or a “*Steel Beasts*” folder on your desktop – the Maps Installer, the SB Map Transfer Tools, and the Steel Beasts 4.310x full installer. The Legacy Maps Installer is only required under very specific circumstances by an ever-shrinking number of user (please visit the forum at SteelBeasts.com for details), and can be installed at any later point if necessary.
2. Uninstall previous versions of *Steel Beasts*. Note that you should keep previously installed Map packages!

3. When done, run the **SBMapPackageInstaller.exe** program **first** to transfer the map data to your harddisk (unless you kept it from an earlier version; in that case skip this step). You are free to pick the target directory; the full installation may take **up to 16 GByte of disk space**, and future in-game downloads may further increase that demand for storage space in that specific location.

The Map Package Installer will store its location in the Windows registry, so subsequent installations of *Steel Beasts* will know where to find the map data automatically.

After the first installer program is finished, it's time to install *Steel Beasts* itself. Start **SB4_310x.part1.exe** for the installation (this assumes that you uninstalled the previous version of *Steel Beasts* per step 2 above). Installing *Steel Beasts* will consume about **six GByte harddisk space**.

4. If you haven't purchased your **license for Steel Beasts 4.3** already (remember, you need one even if you have a license for *SB Pro PE 4.3*, in which case the upgrade fee is 0.-), now would be the time to visit the eSim Games web shop:

<https://www.esimgames.com/store/>

(if you did, skip forward to point 6)

You have different options there, as summarized in this YouTube video:

<https://www.youtube.com/watch?v=HPi-MA94yF0>

5. Once that your purchase has been made, the eSim Games web shop will send you **two** emails — the order confirmation and a second one with the **license ticket** (a complicated URL leading to the WebDepot). Visit the link, and activate the ticket there to generate the license.
6. Install the Map Transfer Tools (V55+)
7. Play
8. Highly optionally (and typically unnecessary), download and install the *Steel Beasts Legacy Maps*
9. Play more



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Steel Beasts uses an installer which can change the Windows Group Policies (access privileges) of the folder containing all the map data. If you do not want other users on your computer to use the Map Editor you may want to restrict access to that folder again. Note that the map data are now being installed from a separate installer, and that they can be stored in pretty much any local folder that you like.

This installer includes the **CodeMeter runtime version 8.20a**.

The data format of Hotkey assignments has changed. Old .hkf files will still be read, but new files are now ending with .hkx

3rd Party Libraries

The following software libraries are used with this Steel Beasts installation:

- adl 15.0
 - apr 1.7.0
 - apr-util 1.6.1
 - curl v8.6.0
 - Eigen 3.3.9
 - expat 2.3.0
 - GeographicLib 1.51
 - gtest 1.10.0
 - jpeg-turbo 2.1.0
 - libjasper 2.0.32
 - log4cxx 0.12.1
 - lz4 1.9.3
 - OpenSSL 3.2.1
 - PolyPartition 2021.01
 - RakNet 2021.05
 - SDL 2.26.4
 - shapelib-1.5.0
 - sqlite 3.35.5
 - TinyXML2 8.0.0
 - Uriparser 0.9.5
 - xxHash 0.8.0
 - zlib 1.2.12
- Updated **Visual Studio C++** runtime installer (version 14.40.33810.0), fixing a security issue (see <https://msrc.microsoft.com/update-guide/vulnerability/CVE-2024-43590>)

Time-limited licenses

eSim Games offers a software rental option. This option is primarily aimed at users who do not already own a CodeMeter USB stick (or to residents of countries to where a CM stick cannot be shipped). Time-limited licenses are issued for one, four, and twelve months respectively:

- Licenses are bound to the computer on which they are installed.
- They do not work with virtual machines (!), including *ShadowPC*

- There is **no automatic renewal of licenses**; it is not a subscription fee that requires termination. Instead, a warning will appear on program start if the license is about to expire (or if it already has expired).
- Licenses for SB Pro PE that you may have been purchased in advance may still be used up with this new version.

Online Support & Documentation

Experienced users of *Steel Beasts* may already visit the official fan page www.SteelBeasts.com with regularity. If you are reading this, and haven't been there yet, we strongly recommend that you do so. Whether you like discussion boards or not, its integrated search function may yield valuable information.

An important part of the site, though less immediately visible, is the collective effort to maintain an online documentation, the *Steel Beasts* Wiki:

http://www.steelbeasts.com/sbwiki/index.php/Main_Page

Don't like to read?

Less information, but still some, can be found in the tutorials on

<https://www.YouTube.com/c/eSimGamesDtl>

Even without access to the internet there is a **serious amount of documentation included with *Steel Beasts* itself**. This additional information can be found in a subdirectory of the *Steel Beasts* program group of the Windows Start Menu, incidentally named "Documents"; apparently, it's still one of the best kept open secrets since about August 2000. It contains a PDF of the User's Manual and other ancillary information, e.g., the NATO Stanag 2019 App. 6c about tactical signs and military map symbology as used in *Steel Beasts*.

You will also find the **OpOrder for Operation Idistaviso** there.

A User's Manual may be available for a limited time in printed form from the eSim Games web shop, and is supplied as a PDF with the software installation.

News about *Steel Beasts* will usually be published first in the forum of the fan site, and also on eSim Games' homepage www.eSimGames.com which you may want to check out occasionally.

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CodeMeter

- Updated CodeMeter encryption so that virtual CM containers are less likely to lock themselves under Windows 11. **Customers to which this happened since 2022 are kindly asked to contact eSim Games for reinstating their licenses**
- Updated the CodeMeter runtime software to **version 8.20a** (which, like prior versions, **no longer supports WINDOWS 7**)
- **SHADOWPC**: As this application creates a **virtual machine**, the CodeMeter runtime blocks access to time-based licenses. Permanent licenses on CodeMeter stick are not affected by this.
- **AVAST Anti-Virus** was reported to block CodeMeter runtime components years ago. If you're using this product, please set the appropriate permission.

New Maps

Copy the following map UIDs from this document into the SB Map Package Transfer Tool (**V55** (or higher)) to download new map packages.

Other map packages released with previous Steel Beasts versions remain available and are listed here for reference (they are, however, unchanged):

- | | |
|----------------------------------|--------------------------------------|
| ◦ Bergen-Soltau-Munster 2 | 6e8060c0-0652-4c49-b71c-37fd2d9e86f2 |
| ◦ Kiev East | aab94a0c-2a87-45c7-a518-940a3e2c92b3 |
| ◦ Kiev West | bb104aa2-be76-4587-87ed-2c4cd3bca5a9 |
| ◦ Kramatorsk | 5045eb19-688a-4266-90e6-5ad4e58b3e76 |
| ◦ Mykolaiev-Cherson | ad7d4d96-016b-4bed-8a86-4d7def2500c4 |
| ◦ Oksbøl Training Area | 7e0e7e2e-27c9-4aad-9a85-8974d8496cd5 |
| ◦ Severodonetsk | 952710e5-3a55-4ae7-9fbc-634f2e841bd1 |

New Scenarios

- Added Operation Idistaviso



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User Interface Changes

The map view will now fade out icons from contact reports after a configurable amount of time (see bug #12366). Fixed bug 12851 (see Section Resolved Bugzilla entries).

Joysticks may no longer be configured like Control Handles (requiring a button to be held like a palm switch would be)

Redesigned the 'Operation description' and 'Operation phases' dialogs to make it clearer if there are any unsaved changes; also, when selecting scenarios for an operation's phases, you may now browse for this scenario in the 'My Scenarios' folder hierarchy. It's still advisable to put them all into a common directory, though.

Localization

Surprisingly, the year is now 2025

Replaced some of the strings formerly known as Hardcoded

- Added new **English (US)** strings
- Updated **French** strings
- Updated **German** strings
- Updated **Portuguese** strings
- Updated **Russian** strings
- Updated **Spanish** strings

The Map Package Transfer Manager

MapTransferMgr_V55_Setup.exe is part of the bundle installer, as a selectable option. Highly recommended, consumes very little disk space. Also, **essential** to get the new maps from Ukraine and Denmark (see previous section "New Maps" above).

Simulation Rules

- Vehicles equipped with rollers or plows will see their range be cut by 25% (equipment deployed or not, at this point); in future versions, a deployed mineplow will further increase fuel consumption.

AI Behavior / Pathfinding

Generally, please note that there is a framerate dependency for all pathfinding. Pathfinding will eventually stop working if the framerate dips under 10 fps.

Ballistics

Gas Stations may now collapse from nearby explosions



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- Added the **ME-456A1** HEAT round to various L7 105mm tanks

Mission Editor

General

Fixed bugs #841, 12516, 12527, 12546, 12570, 12571, 12583, 12700, 12861, 12876 (see section Resolved Bugzilla entries).

Fixed “an issue” with the default briefing file.

The **Operations Editor's Phases Dialog** received Browse buttons for artwork and scenario files to ensure that only valid relative file paths would be stored. Where artwork and scenarios are scattered all over your harddisk like after the creation of the Tower of Babel, Steel Beasts will now copy them into the promised lands of a common subdirectory in **My Operations**, as Lord God the Almighty has always wanted it to be.

Map Editor

Added a new "Smooth selected roads" function to the map editor, which smooths out HR jitter/noise. Also added a function "Smooth all roads".

Fixed bugs #11146 (see section Resolved Bugzilla entries).

If you want to prepare for future Steel Beasts releases (4.4 and up), please check your most beloved themes for their **Hardness** settings (and update scenarios using them).

Chances are, the hardness is set too high in most cases, and in future releases of SB Pro this will have (negative) consequences.

Very high **Hardness** settings should be reserved for rock, ranging from sandstone (0.95) to granite (1.0). **Typical dry soil** should, on average, come with a hardness of **about 0.70** +/-10.

See also [our YouTube Tutorial on the matter](#).

It may look like grassland, but if it's set to be hard as concrete, it'll *behave* like it, and nothing good will come from that.

Artwork/Render Engine

- Improved the dust from muzzle blast particle effects. Dust is less opaque now, helping with visibility at low rates of fire.
- Objects with custom colors are no longer only be partially rendered at a distance in views with depth of field.
- Improved vehicle smoldering — smoooooth.
- Improved rendering performance when views are not facing cardinal directions.



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- Shadows will now be generated from the highest-detail model available (rather than from the lowest-detail model as before).

Sound

- For users who couldn't start up Steel Beasts because an (silent) initialization file couldn't be played, the change to the SDL library may improve the situation dramatically

Known Issues

...None. It's perfect!

Weapon-system specific changes

Added a missing camo net texture for some systems' desert and winter theme, to prevent the LOD2 from reverting back to the woodland colors. Sorry about being un-specific, I don't have the time to look this shit up.

Set more realistic fuel consumption rates for all vehicles, as well as on-board tank volumes where data could be obtained, estimated (better) for the few obscure cases.

Main Battle Tanks

Challenger 2

- Added back the ability to use the engine smoke generator. Apparently, there was a misunderstanding, this particular variant is able to utilize it

M1 Abrams

M1A2 Abrams

- Corrected an issue on the M1A2 interior texture around the edge of the commander's CITV screen

T-tanks (all)

- Reduced reverse distances so they spend less time in the engagement reversing, and instead turn around sooner to withdraw faster

T-72 MBTs

Improved the ammo carousel on the Armor Model to reduce an overly sensitive vulnerability against top attack missiles

T-90

- Increased the ready capacity from 18 to 22 rounds

Infantry Fighting Vehicles

Various IFVs equipped with autocannon or 14.5mm: Improved how autocannon ammunition is handled in the armor model, reducing vulnerability from ammunition conflagrations

CV90/40-B

- Removed the duplicate round type from MAIN4 slot

Armored Personnel Carriers



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Various APCs equipped with autocannon or 14.5mm: Improved how autocannon ammunition is handled in the armor model, reducing vulnerability from ammunition conflagrations

BTR-80A

- Added the new 30mm KE rounds

BTR-82AT

- Added the new 30mm KE rounds
- Improved the slat/cage armor behavior to had a custom air gap added to each depending on distance from hull/turret

Piranha V (all variants)

- Improved the slat/cage armor behavior to had a custom air gap added to each depending on distance from hull/turret

Anti-tank Vehicles

BRDM-2/AT

- Corrected an issue that prevented the missile sight to move (on the external model) and prevented the user from seeing out of the sight
- Excluded the antenna from casting a shadow, due to how thin the mesh is, and the artifacts caused by anti-aliasing on such a thin, angled mesh

Reconnaissance Vehicles

Various Recon vehicles equipped with autocannon or 14.5mm: Improved how autocannon ammunition is handled in the armor model, reducing vulnerability from ammunition conflagrations

BRDM-2

- Excluded the antenna from casting a shadow, due to how thin the mesh is, and the artifacts caused by anti-aliasing on such a thin, angled mesh

Infantry

- Updated the AT, UA and NL infantry uniforms
- Donated alternate OPFOR-like textures to the nation of CIV

Artillery Systems

M109A3

- No more turret losses on explosion



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Command

M113G4(all)

- Improved the slat/cage armor behavior to had a custom air gap added to each depending on distance from hull/turret

Prototypes

T-14 Armata

- Improved the slat/cage armor behavior to had a custom air gap added to each depending on distance from hull/turret

T-16 Armata ARV

- Improved the slat/cage armor behavior to had a custom air gap added to each depending on distance from hull/turret

Robotic Systems

UAVs

UAV(R)Munin

- Will no longer zoom off into the lands of yonder when forced to land after battery depletion.
- Will now automatically return to base (=original take-off location, not where the controlling unit currently is) if LOS is required for control, and lost. This behavior also guarantees that it won't get the zoomies in a landing attempt is LOS is briefly interrupted by nearby trees, or buildings.

Bugfixes without Bugzilla entry

- Invalid version information is now displayed in fewer user interface elements
- Unit icons for destroyed units will no longer fade from view unless the user set his 'realism' preferences to 'high'
- Improved the frame rate while in the T-72B3's gunner's eye views
- Fixed a bug caused by a bugfix where the gunner in the M113 A2 anti-tank vehicle was not able to slew its cupola. Also, the AI gunner no longer refuses to open the hatch
- Fixed an issue where the GAM-100 ATGM might not use a correct (top-attack, lock-on) flight/fire control mode
- Fixed a potential crash-to-desktop when loading a map featuring a Theme for which some resources were missing
- Fixed an issue in the **Map Editor** where selected line objects would not be drawn if the user pressed the 'F1' ('Preview 3D') hotkey
- In the **Mission Editor**, when ISO container fillings are changed, the checkmark will now be shown in the right place
- Hovering helicopters no longer spin if their target disappeared or got destroyed
- UAV(R) Munins no longer flying will now stop moving rather than sneak away on their bellies like snakes.
- Steel Beasts Autosave-in-progress is automatically disabled in 'safe mode'. What's more, it can be explicitly disabled using the new --noscenarioendsave command line parameter
- Fixed a performance issue in the 'select list from list' widget if a large number of entries are present (don't ask what this means, I have no idea)

Resolved Bugzilla entries

- Fixed bug #841 – when editing scenarios, you may now set time limits in a dialog with a slider (default: 90min) rather than the ridiculously oversized dropdown menu
- Fixed bug #1412 – **HTML Report files** will now update reload actions involving supply vehicles
- Fixed bug #5536 – In the **AAR**, troops which were set to be destroyed and later revived are now registered as surviving the battle
- Fixed bug #6371 – **Infantry Medic** necromancy animation may now be seen by everybody in a network session
- Fixed bug #6445 – **HTML Report files** now display the 'Destroyed' and 'Critical Hit' columns in order
- Fixed bug #8286 – Using "Repair if..." function no longer refuels the vehicle
- Fixed bug #9364 – more realistic fuel tank volumes and fuel consumption for all vehicles
- Fixed bug #10420 – Steel Beasts will continue playing sounds even if set to background
- Fixed bug #11146 – The **Map Editor** now has a "Road ironing" routine that doesn't modify the surrounding terrain, just removed high-resolution data jitter



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- Fixed bug #11335 – **Sprite** killbot swarms will engage targets again. You asked for this.
- Fixed bug #12125 – When loading a **saved plan**, the unit's assigned deployment zone no longer gets overridden
- Fixed bug #12516 – When opening a scenario based on an **unpublished map** package, Steel Beasts now offers to run this in Test Mode
- Fixed bug #12523 – Steel Beasts installers now write a proper registry path to prevent conflicts
They now create the key `HKLM\Software\eSim Games\Installations\{configuration}\{version}` and write the 'InstallDir' variable into it.
- Fixed bug #12527 – **Mission Editor**: With this change, when opening a legacy scenario, the 'no **contour lines**' option effectively is no longer respected (if set, SB will enable the new default setting of 5 meters); you may still pick a different value, including none
- Fixed bug #12531 – Retrained AI commanders to point their turrets in the right direction while in Echelon or Vee formations.
- Fixed bug #12534 – **BRDM-AT**'s missile sight view may no longer appear black
- Fixed bug #12535 – **M1A2**: TIS sight no longer has the interlaced filter/effect applied to it
- Fixed bug #12541 – The **Mission Debugger**'s layout is less messed up now
- Fixed bug #12542 – Arty overflight and incoming sounds are less broken now
- Fixed bug #12544 – During the **Execution phase**, spot report icons will now **fade** out with adjustable time
- Fixed bug #12545 – With destroyed targets being removed, **SB600** and **Libelle** will no longer display frames for detected targets
- Fixed bug #12546 – **Mission Editor**: With split scenarios it is now possible again to test scenarios for non-Blue parties
- Fixed bug #12547 – **Mission Editor**: Merging split scenarios no longer unsets the flag 'Allow AI to call for fire'
- Fixed bug #12555 – Invalid mission dates are no longer being displayed
- Fixed bugs #12583/#12570 – "/#12571 – **Destroyed buildings** stay collapsed, no longer burn, and other hijinks
- Fixed bug #12597 – It's now possible to copy (**Ctrl+C**) passwords from a scenario (if you know/set it), and paste them (**Ctrl+V**) from other documents, reducing the chance of transcription errors
- Fixed bug #12626 – **M113s** with **TOW** or **cal 50** are no longer paralyzed when confronted with certain targets
- Fixed bug #12635 – Infantry carrying the **RPG-29** but no ammo will no longer appear carrying ammo for the **RPG-29**
- Fixed bugs #12667, 12668 – A button was renamed, a dialog widened
- Fixed bug #12677 – **Bushmaster** wheels now rotate rather than spinning
- Fixed bug #12679 – Previously detonated ERA now gets replaced when a destroyed vehicle is revived
- Fixed bug #12680 – **Javelin ATGM** now requires to be in **SEEK** mode to lock on. The CLU will reset its target lock (and refuse to fire the missile) if the user switched back from **SEEK** mode to the CLU's sight.
- Fixed bug #12681 – All **T-72B3** models' 3D interiors now animate the needle for the ammo counter, even when **ATGM** is selected
- Fixed bug #12700 – **Mission Editor**: Removed the Reduced Wait Times option

- Fixed bug #12724 – After a **session host** changes the scenario, all players get reflagged to “unready”
- Fixed bug #12747 – depending on conditions, the **refueling of landed helicopters** no longer fails
- Fixed bug #12753 – When a **Marder CDR** uses binoculars, the gunner’s sight no longer toggles magnification. Nor, for that matter, in the **SpPz Luchs**.
- Fixed bug #12760 – 'Asphalt' area now showing in AAR
- Fixed bug #12761 – **FV510 Warrior**: O key now properly toggles azimuthal traverse rate
- Fixed bug #12763 – For the handful of **T-72** tank models that actually have ballistic shield doors for their primary sights, those are no longer invisible
- Fixed bug #12790 – When **levelling/raising roads**, the proper width of the road is now used
- Fixed bug #12792 – The map view toolbar now has an option to **toggle time acceleration**
- Fixed bug #12809 – When battery runs out, **Munin UAV** will now spiral to the ground (just like it does when it is destroyed) rather than float to the ground as if on a parachute
- Fixed bug #12820 – Adjusted **Leo 2** rear deck inhibition zone
- Fixed bug #12823 – New drones now launch with fresh batteries
- Fixed bug #12824 – New **Libelle** drones start with a clean instruction slate
- Fixed bug #12826 – **Munin**, and possibly all UAV/UGV, will no longer lose command connection when owning squad is split into two teams
- Fixed bug #12827 – **Munin**, and possibly all UAV/UGV, will only receive a fresh battery after the drone was fully packed and unpacked.
- Fixed bug #12833 – The 'Export Orbat to XML' menu item was removed in the **Mission Editor**
- Fixed bug #12846 – In **HTML Report files**, hit events repeat their column header every 10th line to make it easier to read". While at it, implemented sticky headers for the unit tables.
- Fixed bug #12850 – Halved infantry teams are now half as invisible in the AAR when using "show actual enemy"
- Fixed bug #12851 – At mission end, **automated save-in-progress** is now an option.
The scenario will be named just like the original scenario, but with '_end-state_<timestamp>' appended to its name. The timestamp has the same format as used with the 'autosave' feature (year-month-day_hourminute, ie '2025-03-25_1424'). It will always be placed into your 'My Scenarios' folder.
- Fixed bug #12856 – Boolean Logic **Mission Time** selection now extends to 360 minutes (from old 240)
- Fixed bug #12860 – **HTML Report files** will now record Engine damages
- Fixed bug #12861 – For selected **Mission Editor** objects, the status bar will now outline the conditions used to activate them. The objects are
 - scripted artillery fields
 - IEDs and Claymore mines
 - Sprite launch containers
 - Unit 'spawn if' and 'unspawn if' conditionsNote that this outline will only be shown if the conditions refer to triggers, (operation) events and conditions, and only if these conditions do not have any sub-conditions assigned!



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STEEL BEASTS

4.3103 Release Notes

- Fixed bug #12862 – Cleaned up the humungous ammo consumption section in the **HTML Report** to the right of "RPG"
 - Fixed bug #12863 – In the **Mission Editor** the map size is now 324km² or less
 - Fixed bug #12871 – Despite 'no map updates', revived infantry will now return their icon to the map
 - Fixed bug #12876 – Widened the Strength Points dialog in the **Mission Editor's** Scoring.
 - Fixed bug #12879 – For **German keyboards**, 'AltGr' is now working correctly
 - Fixed bug #12881 – **HTML Report files** will now apply color-coding certain entries in the Text Messages section to improve readability
The HTML report files come with an internal (default) stylesheet which however you may replace by your own 'reportstyle.css' if you're into this kinky stuff.
 - Fixed bug #12885 – **Operations Editor**: The 'Cancel' button was removed, the 'OK' button was renamed to 'Close', and a warning was added if there are any unsaved changes. In addition, the 'Apply' button is only active if there are any unsaved changes. This only applies to the **New/Edit Campaign** dialog, **not** to the 'Campaign Phases' dialog!
 - Fixed bug #12893 – When loading an **Operation** for which you don't have the map, the Map Transfer tools will now work their magic
 - Fixed bug #12896; with **No map updates** selected, Task Force routes will now originate from there the icon is, not where the units actually are
 - Fixed bug #12897; when assigning an **Operation Event** to a route, the dialog will now update properly when you reopen it to check it
 - Fixed bug #12899; when referencing another **Operation Event** in an Operation Event, it now shows the event name
 - Fixed bug #12906 – Told dead infantry to stop firing their grenades
- Steel Beasts beta testers** found the following 12 bugs with names (well, numbers) so that you won't have to.
- Guys, we owe you more than we will ever know. Thank you all for your silent service.**
- Fixed bugs #7921, 12366, 12632, 12748, 12855, 12787, 12794, 12805, 12807, 12880, 12895, 12903

4.397 (official release – August, 2024)