



The Patchnotes below gives you an overview about the Changes, which has been done in the following Versions after **Version 2.0**

## Patchnotes

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### Version 2.0.2 (Patch):

#### Localization/Translation:

- Add German Translation

#### Bug Fixes:

##### Map Model Border Disappear Issue:

Fixes the Issue, which replaces the Border Model around the Map with an Black Background  
Was seen if these Features below where called by the Player:

- UEF Tech 3 Summit Class Battleship (Naval Reinforcement)
- UEF Tech 3 Neptune Battlecruiser (Naval Reinforcement)
- UEF Experimental Submersible Aircraft Carrier Atlantis (Naval Reinforcement)
- UEF Experimental Mobile Factory Fatboy (Land Reinforcement)
- UEF Prototype Drill Missile (Earthquake – Fire Support Manager – Special Section)
- Seraphim Dimensional Interference Weapon (Fire Support Manager – Special Section)
- Cybran Nanite Cloud Capsule
- UEF Smoke Screen Capsule
- UEF Acid Cloud Capsule
- UEF Ion Particle Cloud Capsule

##### All callable Air Transports (Air Reinforcements):

- Fixes the Issue of the Moving Tank Tracks and Wheels on the attached Free Land Units. (FAF Only)
- The attached Free Land Units will no longer create any Tank or Wheel Decals on the Land Layer. (FAF Only)
- The attached Free Land Units are now correctly attached on these Transports to make it more realistic.

##### Aeon callable Tech 2 Air Transport (Air Reinforcement):

- Add and Fixes the missing Open Animation of this Air Unit

##### Callable Strategic Missiles (All Factions):

- Fixes an Bug in Loud, which let the Missiles didn't spawn by the Air Dummy

##### Callable Anti Strategic Missiles (All Factions):

- Fixes an Bug in Loud, which let the Missiles didn't spawn by the Air Dummy
- Fixes an Bug where the Missiles didn't destroy an incoming Strategic Missile

##### Callable (Advanced) Prototype Drill Missile (UEF only)

- Fixes an Bug in Loud, which let the Missiles didn't spawn by the Air Dummy

#### Point Generation Mechanic:

- The Point Generation for both Managers will now be stopped if the Game is paused.

#### Compatibility:

- Fixes an Compatibility Issue with the AI-Uveso Mod, which broke the Economy Panel previously (FAF only)
- Add Support for Commander Survival Kit Tutorials
- Add Support for Commander Survival Kit Timeos

**Quality of Life:**

- Reduce the Size of the Mod from 710 MB to 338 MB
- Fully removes the unneeded Workplace Folder
- Fully removes the previously included Tutorial Videos

**Rework:**Fire Support Manager – Special Section

- The Aeon, Cybrans and Seraphim have now get an new reworked Special Section.
- It includes several new callable Features such as Orbital Bombardments, Anomalies and more.
- See the Chapter „New callable Features“ for Details

**New callable Features for the Fire Support Manager:****Special Section**UEF:

- Add the Advanced Prototype Drill Missile Barrage, which creates an Vulcano

Aeon:

- Add the callable Regeneration Cloud, which hides and repairs ally Units.
- Add the callable Stun Anomaly, which stuns enemy Units for a while.
- Add an callable Orbital Bombardment, which Damage enemy Units with an large Impact Radius
- Add the callable Anomaly of Retaliation, which reclaims enemy Units automatically.
- Add the callable Anomaly of Enlightenment, which stuns and captures enemy Units to serve the Army of the Player
- Add an callable Large Asteroid

Cybran:

- Add an callable Smoke Screen, which hides ally Units
- Add an callable Ion Particle Cloud, whichb stuns enemy Units
- Add callable Microwave Laser Pods which create an Forcefield to Damage Units
- Add an callable Orbital Bombardment, which Stuns and Damage enemy Units with two different Projectiles.
- Add callable Hack Pods which create an Forcefield to capture enemy Units.
- Increase the Size and Effect Radius of the callable Nanite Cloud

Seraphim:

- Add an callable Regeneration Anomaly
- Add an callable Support Orbital Bombardment, which Stuns enemy Units with an growing Energy Anomaly
- Add an callable Orbital Bombardment, which Damage enemy Units with an large Impact Radius
- Add the callable Anomaly of Enlightenment, which stuns and captures enemy Units to serve the Army of the Player
- Reworks the Code of the Dimensional Interference Weapon a bit and add a new Effect.
- Add an callable Large Asteroid

**Missile Section:**Seraphim:

- Add the Experimental Strategic Missile as an new callable Missile Barrage

**Other Additions:**

- Add an new 3D Shockwave Mechanic to these following callable Features:  
All callable Orbital Bombardments and the callable Dimensional Interference of the Seraphim

**Changes:**

- The Helpcenter for both Managers is now an external Addon  
It will be enabled if the Player activates the Submod: Commander Survival Kit Tutorials  
This Submod now includes the Tutorial Videos for the Helpcenter.

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**Version 2.0.1 (Hotfix):**

## Support Panel Tooltips:

- Change Command Point Storage to Reinforcement Point Storage
- Change Command Point Income to Reinforcement Point Income