



The Patch Notes below gives you an overview about the Changes, which has been done in the following Versions after **Version 1.0.0**

## Patch Notes

---

### Version 1.0.1 (Patch):

#### Mod Compatibility:

- Add Support for the Duncane AI Mod for the Steam/DVD Version of the Game  
The Duncane AI Mod is usually installed with the 00\_AIFix.scd File
- Add Support for this following Mod: The Grand Crusade - Unit Pack
- Add Support for the Call Reinforcements Manager in Mechdivers

#### File Structure:

- Removes the Unit.lua from the hook Folder of the Mod  
This Lua File caused compatibility Issues with the Duncane AI Mod and The Grand Crusade - Unit Pack - Fixed  
The required Code has been moved to other Lua Files instead.

#### Bug Fix:

- Move the Declaration of the Variable Number into the UnlockTechlevelThread of the aibrain.lua inside the hook Folder  
This Fixes the Issue that the Techlevel Unlock Mechanic didn't work if you restart or start a new Match.

---

### Version 1.0.0:

- First Release of the Mod.