



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

## Patch Notes

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### **Version 2.0.6 (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

#### **Fire Support Manager (Defense Section – All Factions):**

- Add Descriptions to all Enhancement Upgrades of all callable Drop Turrets and Drop Supply Stations

#### **Localisation:**

- Add German Translations for the Enhancement Upgrades of all callable Drop Turrets and Drop Supply Stations

#### **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.

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### **Version 2.0.5 (Patch):**

#### **Mod Compatibility:**

- Add Support for the Lobby Enhancement Mod 4.6 for the Steam/DVD Version of the Game  
The Lobby Enhancement Mod 4.6 is required if you want to play the Game with the Sorian and Duncan AI Mods.
- Add Support for CSK: Timeos (will be expanded new Features in future Versions)

#### **Campaign Options Manager**

- Add the new Button „CSK: Timeos“ to the Manager  
This will open the CSK: Timeos – Options Window where you can set the Options for the Submod: CSK: Timeos
- The Manager will now correctly appear in the Center of the Screen instead of the previous Location on the Left Side.

#### **Bug Fix:**

- Set the Value of two Variables from nil to 0  
This Fixes the broken UI Issue if you load a Saved Game which was created before the Point Generation was started.

## **Version 2.0.4 (HotFix):**

### **Bug Fix:**

#### Hook (gamenmain.lua):

- Removes the import("/lua/ui/game/casting/painting.lua") Entry for the FAF Version of the Game.  
With the new recent published FAF Version 3822 the painting.lua has been fully removed from FAF.  
That causes a Black Screen if you to start a match with the previous Version of the Mod in FAF Version 3822
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## **Version 2.0.3 (Patch):**

### **UI Improvements**

#### General UI:

- The Text Color of all Managers, Transmissions, Prices, Origin Titles and more have been improved.  
They are now coming with the Faction specific Text/Font Color

#### Fire Support Manager (All Factions):

##### *Air Strike Section:*

- All Sliders to set the Squadron Size of each Air Strike are now coming with an specific Faction Color Skin.

### **Bug Fixes:**

#### *General:*

#### Hook (Lua):

- Add the terranweapons.lua and cybranweapons.lua Files  
Both included a few Weapon Classes, which has been removed in Loud.

#### Fire Support Manager

##### Callable Air Strikes:

##### *UEF Experimental Bomber:*

- Fixes an Issue in Loud related to the Missing Weapon Class: TAirToAirLinkedRailgun  
This Class has been added back to terranweapons.lua,

##### *UEF Heavy Bomber:*

- Fixes an Issue in Loud related to the Missing Weapon Class: TAirToAirLinkedRailgun  
This Class has been added back to terranweapons.lua,

##### *UEF Patrol Gunship:*

- Fixes an incorrect Bone Name for the Rotation Sequence of the Gatling Gun,  
- Fixes two incorrect Filepaths to the TDFFlare Projectile which causes the Red Line Bug in following,

##### *UEF Advanced Strategic Bomber (Blu3000 and Blu4000 Bomb):*

- Fixes an Issue in Loud where both Bombers didn't drop the Bombs in the first Run.  
So they previously need to fly an another run to Drop the Bombs.  
That was caused because of an to short Weapon Radius for the Bomb of the two Bombers,  
Add an Version Check for all Gameversions to Manage the Weapon Radius of the Bomb in Loud,

##### *Heavy Ground Attack Fighter (Tech 3 Fighter):*

- Fixes an Issue in Loud related to the Missing Weapon Class: TAAGinsuRapidPulseWeapon  
This Class has been added back to terranweapons.lua,

##### *Cybran Patrol Gunship:*

- Fixes an Issue in Loud related to the Missing Weapon Class: CAAMissileNaniteWeapon  
This Class has been added back to cybranweapons.lua,  
- Add the Missing 10 Nanite Cloud Missiles into the Silo Storage with the help of an Version Check for Loud,  
This Fixes the Issue where the Gunship move to the Target instead of Attacking it if the Oder Attack is given.

##### *Aeon Patrol Gunship:*

- Fixes an Incorrect Filepath which was related to CSK Units to create the Green Laser Beams in the Lua File,

##### *Aeon Experimental Bomber:*

- Removes the Variable PredictAheadForBombDrop from the Unit Blueprint,  
- Fixes an Issue in Loud where the Bomber didn't drop the Bomb in the first Run.  
So previously the Unit need to fly an another run to Drop the Bomb.  
That was caused because of an to short Weapon Radius for the Bomb of this Bomber,  
- Add an Version Check for all Gameversions to Manage the Weapon Radius of the Bomb in Loud,  
- Fixes the Incorrect Spawn Location of the Crater Decal of the Bomb Explosion,

#### *Aeon Heavy Bomber:*

- Fixes an Incorrect Filepath which was related to CSK Units for the Bomb Projectile in the Blueprint,

#### *Seraphim Experimental Bomber:*

- Removes the Variable PredictAheadForBombDrop from the Unit Blueprint,
- Set the Variables Needprep and NeedToComputeBombDrop to false,
- Fixes an Issue in Loud where the Bomber didn't drop the Bomb in the first Run.  
So previously the Unit need to fly an another run to Drop the Bomb.  
That was caused because of an to short Weapon Radius for the Bomb of this Bomber,
- Add an Version Check for all Gameversions to Manage the Weapon Radius of the Bomb in Loud,

#### Callable Special Weapons:

##### *Anomaly of Enlightenment (Aeon and Seraphim):*

- Expand the If Statement in the CaptureThread to check for enemy Units are not Dead.  
This should fix an Gameobject is Destroyed issue in the Log

##### *Anomaly of Retaliation (Aeon):*

- Fixes an Issue, which causes the Anomaly to not disappear in large enemy Bases or Civilian Cities in Loud  
The Unit Blueprint Code has also been updated with Engineer Code Elements to support the Reclaim Ability better.  
The Code also adds the usual Engineer Turret/Aiming Code Components to allow the Anomaly to Aim Enemy Units and Reclaim them

#### Callable Missile Barrages:

##### *Anti Strategic Missile:*

- Fixes an Issue in the Code, which was responsible that the Air Dummy Unit don't fire the Missile  
So you can now Intercept Incoming Strategic Missiles with the Fire Support Manager in Steam/DVD, FAF and Loud

##### *Callable Air Reinforcements (Seraphim):*

- The Tech 1 Interceptor is now callable and will be spawned on the Map

##### *Callable Air Reinforcements (All Factions):*

- Fixes the strange Rotation Bug once the requested Air Units have arrive the Location of the Beacon.

##### *Callable Naval Reinforcements (Cybran):*

- Fixes the Map Border Disappear Issue, which replace the Map Border with an Black Background.  
This Issue was seen once the Nanite Cloud was created,

##### *Callable Experimental Land Reinforcements (Cybran):*

- Fixes the Map Border Disappear Issue, which replace the Map Border with an Black Background.  
This Issue was seen once the Nanite Cloud was created

##### *Callable Beams (Aeon and Seraphim):*

- Add Rate of Fire with the Value of 1 to all callable movable and stationary Beams  
This fixes an Issue related to the WaitSeconds Function in the Debugger

#### **Campaign Lobby (Operation Briefing):**

##### *Faction Selection Combobox:*

The Following two Issues where appearing in the Vanilla Version of the game (Steam and DVD)  
If you have select an Operation and click on the Back Button to move to the Operation Menu. (Where you can select the Tutorial and the Timeline Video next to of the 6 Missions and move to an Operation) The Faction Selection Combo Box was disabled. Next to of this the 3 Faction where not selectable in the Faction Selection Combobox for Mission 1 "Black Day". These two Issues been fixed so the Faction Selection Combo Box enabled and you can select a Faction.

#### **Campaign Options Manager (Steam/DVD only):**

- Fixes the Text Indentation in the German Translation

#### **Campaign and FAF Coop Campaign:**

- Load the correct Faction Skins for all UI Elements of the Mod if you start a Mission.
- Fixes an Issue with the expandable Playable Area in Campaign and FAF Coop Campaign missions.  
The Playable Area was not created previously if you start the Mission.  
So the full Map was already unlocked and expanded for you.  
This Issue is now fixed with this Patch so the expandable Playable Area will now created correctly as usual for the Mission.

##### *Known Issues/ToDo's:*

#### **Fire Support Manager (UEF)**

##### Special Section

##### *Callable Advanced Drill Missile Barrage – Volcano:*

- The Volcano, which will be created by the impact of this Missile should be called with caution.  
Since the Volcano is created by Terrian Deformation in its Code with an While Loop to keep it compatbile with Save Games.  
It can happen that the Game will crash after 2 - 3 hours if you have a single volcano on the Map.  
More Volcanos will probably cause the Crash more earlier. if you want to call it I recomend to do it in the Late Game/End of the Match.  
I will going to rework the Volcano in General and looking ito it to fix this.

#### **Resolutions:**

- Resolutions from 1920x1080 and above are optimal/perfect for the Commander Survival Kit.  
If you set an Resolution below 1920x1080 you will notice that the UI will slowly overlap other UI Elements from the Game.  
A Support for smaller Resolutions is planned in future Versions of the Mod next to of an integrated Ui Scaling Feature similar like FAF.

**FAF UI Scaling:**

- For anyone who is playing FAF with the UI Scaling Feature with the Commander Survival Kit.  
I recommend to set the UI Scaling to its regular Value of 100%  
All other Values such as 80%, 125%, 150%, 175% and 200% are currently not supported and will Break the UI of the Mod.  
A full Support for the UI Scaling Feature of FAF will be added in future Versions of the Mod.
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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

**Several callable Weapon Barrages Artillery, Missile, Beam and so on:**

Fixes an bug in Loud, which makes them able to fly around the Target like an Gunship.  
Since the majority of those callable Features are stationary (except the Movable Beams).  
They should keep thier Position where they have been called in all Game Versions.  
That is now the Case.

**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 callble 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, which 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