Common v4.6x Full (AFS Experimental 13 / UC-1.13 Experimental 11 2019/05/09)

<u>Updates from v1.13</u>

* Built/Tested on SCI: **SCI_JA2v1.13_Revision_8675_on_GameDir_2475** (May 1, 2019)

* Updated Ja2_Options.INI from **SCI_JA2v1.13_Revision_8675_on_GameDir_2475** with following cumulative changes:
- - changed DROP_ALL = 2, new as of SCI_JA2v1.13_Revision_8675_on_GameDir_2475
- - comments indicating mod differences from v1.13
- - changed ALLOW_WEAR_SUPPRESSOR = True, was False
- - changed FULL_REPAIR_CLEANS_GUN = TRUE, was FALSE
- - changed AUTO_SAVE_EVERY_N_HOURS = 12 to match stock v1.13
- - changed USE_GLOBAL_BACKPACK_SETTINGS = FALSE to allow *Go-Bag* and *Sniper Drag Bag* backpack items to be worn while climbing

* Implemented clean copy of Ja2_Settings.INI from **SCI_JA2v1.13_Revision_8633_on_GameDir_2449**

* Implemented clean mod of Ja2_sp.INI from **SCI_JA2v1.13_Revision_8633_on_GameDir_2449**

* Implemented clean copy of ExplosionData.XML from **SCI_Unstable_Revision_8289_on_GameDir_2338**
- - support for Beartrap feature

* Implemented clean mod of CTHConstants.INI from **SCI_Unstable_Revision_7991_on_GameDir_2272** onwards
- - comments indicating mod differences from v1.13
- - changed IRON_SIGHTS_MAX_APERTURE_USE_GRADIENT = TRUE, was FALSE in all 3 mods, now following stock v1.13

* Implemented changes to AmmoTypes.XML from **SCI_JA2v1.13_Revision_8633_on_GameDir_2449** onwards
- - new tags: <dDamageModifierTank>, <dDamageModifierArmouredVehicle>, <dDamageModifierCivilianVehicle>, <dDamageModifierZombie>, <red>, <green>, <blue>
- - effective copy in ...\Data-Graphics\TableData\Items to prevent XML Editor from erasing tags

* Implemented changes to SectorNames.XML from **SCI_Unstable_Revision_7866_on_GameDir_2243** onwards
- - new tags: <usCivilianPopulation>, <usCurfewValue>, <sRadioScanModifier>, <usPrisonRoomNumber>

* Implemented feature: "Enemy Helicopters," http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=22916&goto=343707&#msg_343707
- - added 1736. *Strela-2*

- - added 1737. *Strela-2 Missile*
- - mod implementation has <ubShotsPer4Turns> = 4.25, not 3 from v1.13 to allow the Strela-2 to be used in turn based combat while still limiting its effectiveness severely
* Implemented feature: "Bear Traps," http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=23153&goto=347152&#msg_347152
- - added, 1741. *Beartrap,* graphics from v1.13

* Implemented feature: "Ballistic Shields," http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=23452&goto=350413&#msg_350413
- - added, 1742. *Wooden Shield,* graphics from v1.13
- - added, 1743. *Riot Shield,* graphics from v1.13
- - added, 1744. *Ballistic Shield,* graphics from v1.13

* Implemented feature: "Bandages" http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=20659&goto=356588&#msg_356588
- - added, 1753. *Dirty Bandages,* graphics from v1.13
- - added, 1754. *Primitive Bandages,* graphics from v1.13
- - changed Merges.XML

* Implemented feature: "Gunslinger Revolver Fanning Hammer" tags to Weapons.XML http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=20659&goto=356588&#msg_356588
- - changed Weapons.XML for: 5. / 4010. *.38 Special,* 6. / 4357. *FN Barracuda,* 4001. *.22 LR Revolver,* 4031. *AEK-906,* 4032. *AEK-906-01,* 4251. *Charter Arms Pathfinder,* 4252. *Charter Arms Pathfinder .22 Mag,* 4253. *Charter Arms Target Pathfinder Combo,* 4254. *Target Pathfinder Combo .22 Magnum,* 4295. *Colt Python,* 4296. *Colt Anaconda,* 4297. *Colt Single Action Army,* 4358. *FN Barracuda .38SPC,* 4405. *Fr. Arms M83 Premier Grade,* 4406. *Fr. Arms M83 Premier Grade (.45 Colt),* 4427. *Hartford 6,* 4428. *Hartford 6 .38SPC,* 4711. *Manurhin MR-73,* 4712. *Manurhin MR-73 (.38),* 4880. *Ruger Blackhawk Revolver,* 4886. *Ruger Redhawk Revolver,* 4887. *Ruger S. Redhawk Alaskan,* 4888. *Ruger S. Redhawk Alaskan (.45C),* 4889. *Ruger Single-Six Convertible .22LR,* 4890. Ruger Single-Six Convertible .22WMR,* 4957. *Smith & Wesson M29,* 4958. *M29 SATAN,* 5023. *Taurus Public Defender .410,* 5024. *Taurus Public Defender .45 Colt,* 5025. *Taurus Model 4510 .410,* 5026. *Taurus Model 4510 .45 Colt,* and 5027. *Taurus Raging Bull 444*

* Implemented feature: "Barrel Configuration" tags to Weapons.XML http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=20659&goto=356588&#msg_356588
- - changed Weapons.XML for: 4177. *Baikal MP-233,* 4722. *Metal Storm Surf Zone,* 4913. / 1. *Sawed-Off Shotgun,* and 4914. *Sawed-Off Shotgun .410*

* Implemented feature: "Bloodbag," http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=20659&goto=356653&#msg_356653
- - added, 1756. *Empty blood bag,* graphics from v1.13
- - added, 1757. *Blood bag,* graphics from v1.13
- - changed NPCInventory\ HowardInventory.XML, AdditionalDealer_34_Inventory.XML (UC-1.13), and AdditionalDealer_35_Inventory.XML (UC-1.13)

* Miscellaneous Data changes to bring mods in-line with stock v1.13
- - added 1745-1750, unused (by AFS/UC-1.13) folding stock items
- - added 1751. *Camera,* graphics from v1.13

- - added 1752. Painkiller, graphics from v1.13, updated Drugs.XML from
SCI_JA2v1.13_Revision_8675_on_GameDir_2475
- - changed 255. (367. in UC-1.13) *Wine*, added tag <Alcohol> = 61.6
- - changed 245. *Bottle of Alcohol*, added tag <Alcohol> = 192
- - changed 256. *Beer*, added tag <Alcohol> = 16.56
- - changed 258, *Video Camera*, added tag <ItemFlag> = 8
- - changed 1556. *Canned Scorpions*, removed tag <DrugType>
- - removed 1539. *Antidote*

NCTH (2015-2017) Implementation

* changed most Long Arms and shot guns, <PercentCap> = 10, was variable depending on broad "guestimate" of quality of the iron sight (or was already just 10 for weapons where an "iron sight" bonus was never accounted for under the last NCTH implementation).
* changed all Scopes, <PercentAPReduction> = 0, was variable depending on the scope's power, affects both NCTH and OCTH
* changed Scopes with Magnification below 3x, <PercentCap> = 0, was a variable penalty meant to zero out
* changed Scopes with Magnification of 3x and higher, <PercentCap> = -10, simply zeros out the long arm bonus
* changed Scopes with Magnification of 3x and higher:
- - <PercentHandling> (Standing) = 2 x <ScopeMagFactor>, was variable with "class" of magnification as opposed to directly linked
- - <PercentHandling> (Crouching) = <ScopeMagFactor> rounded to nearest integer, was carried over from Standing for the most part
- - <PercentHandling> (Prone) = 0, was carried over from Standing for the most part
* changed 676. *Heavy Bipod*, <AimLevels> (Prone) = -1, was 0
* changed 504. *Tactical Iron Sights*, <AttachmentClass> = Iron Sights, was Iron Sight
* changed 512. *5.5x Reflex Scope*:
- - <PercentReadyTimeAPReduction> = 0, was -10
- - <PercentAPReduction> = 0, was -10
* changed 524. *PO 3.5x21P*:
- - <PercentAPReduction> = 0, was -10
- - <PercentCap> = 0, was -11
* changed 591. *TactiKool-Aid AR-15 RIS Scope Mount*, <PercentCap> = 0, was -7 (no longer need to account for AR-15 "iron" sight)
* changed 593. *TactiKool-Aid FAL Optics RIS*, <PercentCap> = 0, was -5 (no longer need to account for FAL "iron" sight)
* changed 594. *TactiKool-Aid H&K Optics RIS*, <PercentCap> = 0, was -6 (no longer need to account for Heckler&Koch diopter "iron" sight)
* changed 595. *TactiKool-Aid RSA/SVU RIS Scope Mount*, <PercentCap> = 0, was -1 (no longer need to account for AK "iron" sight)
* changed 601. *TactiKool-Aid Galil Tri-Rail*, <PercentCap> = 0, was -3 (no longer need to account for Galil "iron" sight)
* changed 688. *Integral Thermal Weapon Sight*, <PercentCounterForceAccuracy> = -45, was 0

Variable Power Scope system (2018) Implementation

* uses "Scope Mode" feature toggled by the [.] key to cycle through available scope magnifications
* replaces system using "Item Transformation" feature to change attached scope which was prone to dropping attachments accidentally during conversion
* added items 581-589: supporting Lens items to be permanent and hidden attachments on Variable Power scopes and sights
* added items 911-919: supporting Night Vision Lens items to be permanent and hidden attachments on Variable Power scopes and sights.
* removed items: 533, 540, 626, 627, and 628
* changed all "Variable Power" Scopes

- - <nasLayoutClass> = 2048, was 0
- - <AvailableAttachmentPoint> = Integral – Optics
* changed graphics for all variable magnification scopes, removed numbers
* changed all items with a <ScopeMagFactor> greater than 1 have had <NightVisionRangeBonus>, <DayVisionRangeBonus>, <CaveVisionRangeBonus>, <BrightLightVisionRangeBonus>, and <PercentTunnelVision> reexamined during November-December 2018 to have consistent bonuses / penalties based on "maginification"
- - Note: these bonuses for multi-lense items now appear to incorrectly stack in the stats display (EDB) when they do not for actual in-game mechanics. This known issue is purely cosmetic.
* changed 522. *Thermal Imaging(FLIR) - Weapon Sight*
- - changes to item name and description
- - <DefaultAttachment> lenses: NV 2x, NV 3x, NV 4x, NV 5x
- - <ProjectionFactor> = 0, was 1.5
* changed 534. *Dual Mode Sight*
- - changes to item name and description
- - <DefaultAttachment> lenses: 4x
- - <HiddenAddon> = 0, was 1
- - <NotBuyable> = 0, was 1
- - <HiddenAttachment> = 0, was 1
- - <BlockIronSight> = 0, was 1
* changed 535. *Variable Power Scope*
- - changes to item name and description
- - <DefaultAttachment> lenses: 3x, 4x, 5x, 6x, 7x, 8x
- - <HiddenAddon> = 0, was 1
- - <NotBuyable> = 0, was 1
- - <HiddenAttachment> = 0, was 1
- - remaining stats appropriate for a 9x Scope
* changed 536. *Variable Power RIS Scope*
- - was <uiIndex> = 586, "Variable Power RIS Scope, 9x"
- - changes to item name and description
- - remaining stats similar to 535. *Variable Power Scope*
* changed 537. *Variable Power RIS Scope/Reflex Mount*
- - was <uiIndex> = 589, "Variable Power RIS Scope/Reflex Mount, 9x"
- - changes to item name and description
- - remaining stats similar to 535. *Variable Power Scope*
* changed 538. *1P21 Minuta Sniper Scope*
- - was <uiIndex> = 540, "1P21 Minuta Sniper Scope, 9x"
- - names, descriptions, and inventories modified to reflect that this item no longer has a variation
- - remaining stats similar to 535. *Variable Power Scope*
* changed 539. *PO-1.5-4.5x16*
- - was <uiIndex> =
- - changes to item name and description
- - <DefaultAttachment> lenses: 1.5, 2x, 3x, 4x
- - remaining stats appropriate for a 4.5x Scope
* changed 678. *Integral Battle Scope/Sight Combo*
- - changes to item name and description
- - <DefaultAttachment> lenses: 3.5x G36 Scope
- - <ScopeMagFactor> = 1.0, was 3.5
- - <PercentBase> = 0, was 10

- - <PercentTargetTrackingSpeed> = 0, was 5
- - <PercentCounterForceAccuracy> = 0, was -35
- - <AttachmentClass> = Sight, was Scope
* changed 681. *OICW Fire Control Module*
- - changes to item name and description
- - <DefaultAttachment> lenses: NV 2x, NV 3x
* changed 682. *FN F2000 Fire Control Module*
- - changes to item name and description
- - <DefaultAttachment> lenses: NV 1.5x, NV 2x, NV 3x
- - <PercentAPReduction> = 0, was -10
- - remaining stats appropriate for a 3.5x Scope
* changed 685. *ARX-160 Sight*
- - changes to item name and description
- - <DefaultAttachment> lenses: NV 2x, NV 3x
- - <PercentAPReduction> = 0, was -10
- - remaining stats appropriate for a 4.0x Scope

Shooting Penalties (2015) Implementation

* Lower Suppressor Penalties:
- - All suppressors: General AP penalty gone
- - *Sound Suppressor*: Ready AP penalty still 25%
- - *Premium Pistol Suppressor*: Ready AP penalty lowered to 15%
- - *Magnum Pistol Suppressor*: Ready AP penalty lowered to 15%
- - *Premium Magnum Pistol Suppressor*: Ready AP penalty lowered to 10%
- - all remaining suppressors: Ready AP penalty gone

* Lower Grenade Launcher Penalties:
- - Normal Size: 20% Ready AP penalty, 10% General AP penalty
- - Short Tube: 15% Ready AP penalty, 5% General AP penalty
- - Ergonomic/Very Small: 10% Ready AP penalty, 5% General AP penalty
- - *3GL*: 30% Ready AP penalty, 15% General AP penalty

* Lower cost to reach first aiming level
- - FIRST_AIM_READY_COST_DIVISOR = 6, was 5

Upper Receiver LBE Implementation

* changed all interface graphics for AR Upper Receivers to fit 29x23
- - changed AR-57 Upper Receiver, AR-57 SBR Upper Receiver, and AR-57 Suppressed Upper to use P4Items graphic libary
* changed Silhouette.XML, added 75.Upper and 76.Pistol Parts
* changed Pockets.XML, added 98.Upper, 99.Short Upper, 100.Pistol Parts, 101.Pistol Case (0-6, 13)
* re-size parts:
- - 102.Pistol frame
- - 104.Small Pistol Parts
- - 152.Lower Receivers

- - 159.Pistol Parts
- - 191.SBR Upper Receivers
- - 192.Carbine Upper Receiver
* changed item 747, now *AR Uppers Bag*, was *Tactical Gun Bag*
- - graphics based on original from IoV
* added *AR Leg Rig*
- - graphics based on original from v1.13
* added *M-LBE - AR Upper Pouch*
- - graphics based on original from v1.13
* added *Pistol Parts Case*
* added *AR Receiver Assault Pack*
- - graphics based on original from IoV

LBE (Vest) Armour Implementation

* feature available for some time now in v1.13, ported from IoV custom .exe by DepressivesBrot and Zwoo+
* changed *Striker Vest, Commando Vest, Commando Vest - Medic, Commando Vest – ASL/NCO*, and *Commando Vest - Squad Leader* <usItemClass> = LBE, was armour
- - changed descriptions and names of "original" (AFS/UC-1.13) Commando LBE
- - changed item numbering for several items
* added *Striker Vest Armour Pack, Commando Vest Armour Pack*, and *Commando Vest Armour Pack 2*
- - default attachments that supply armour values to above LBE vests

Selectable Magazine / Belt Feed Implementation

* fixes situation where belt ammo for dual belt fed weapons could not be generated via inventory UI
- - copies of: *Ares Shrike, FN Minimi, HK 21, HK 23, IMI Negev Commando* and variants with "(Mag)"
- - entries in Item_Transformations.XML converting between belt fed and magazine fed
- - updated magazine capacity of original items to reflect belt capacity
- - removed magazine attachments of original items as they are now exclusively belt fed

Stock/Holster Implementation

* fixes Stock LBE getting stuck to gun once attached
* LBE item no longer attach to guns
* each Holster LBE has a Stock attachment item
* supporting Item Transformation definitions to convert between the two
- - conversion of Stock item to Holster item while attached allows removal of otherwise permanent (set as Replaceable) attachment
* fixed wrong pockets in Holster Items in earlier Stock/Holster LBE items, only pocket is 5 = Large Pistol Holster (0 3 4)
* added Mauser Stock/Holster (LBE) and Mauser Stock (Attachment)
- - pocket 5 = Combat Pistol Holster (0-6)

<u>Magazine fed 40x46mm Launchers</u>

* changed AttachmentSlots.XML, 262144 (seemed to be earmarked for "AICW Launcher" originally and was unused by this item), entries for four shot "magazine"
- - note that loading of multiple grenades with the attachment of "magazine" item works, but unloading drops all but one grenade into inventory
* added *40x46mm Magazine*, attachment item that allows quick loading of four grenades
* added 1231. *Alsetex Cougar MS*, total five round capacity (4+1 in launcher)
* added 5360. *Colt Canada IWSC* launcher, found way to prevent use of Layout 1 (default) grenade slot limiting capacity to four rounds

<u>Backpacks that Allow Both Climbing and Being Equipped With All Combat Pack</u>

* both *Go-Bag* and *Sniper Drag Bag* will allow climbing while equipped (both proper backpack NIV slot or in-hand)
- - <fAllowClimbing> = 1 for both backpacks in Items.XML, and
USE_GLOBAL_BACKPACK_SETTINGS = FALSE set in Ja2_Options.INI
* all combat pack items, including *Radio* and *Diving Bottle* have non-zero <lbeCombo> to allow being equipped with *Go-Bag* and *Sniper Drag Bag*
- - <lbeCombo> = 4 set in LoadBearingEquipment.XMLfor all combat packs not part of combo with normal backpacks

General Change Log

* Implemented P7 Graphics Libary
- - used primarily for ammo crate graphics (graphics based on combination of original Jagged Alliance, v1.13, and mod graphics)

* Implemented "New Feature: Drug System Overhaul," by Flugente
(http://thepit.jagalaxyforum.com/index.php?t=msg&th=22729&goto=341600&#msg_341600)
- - copy of Drugs.XML hidden from XML Editor in Data-Graphics, unsure if XML Editor will break changes to other XML's but at least it doesn't crash (legacy Drugs.XML in Data-AFS)
- - updated Drugs.XML (see above), Disease.xml, and Backgrounds.xml from SCI_Unstable_Revision_7917_on_GameDir_2259

* Remove support for "2014 Stable 1.13 Release (7435) + JA2_113_UpdateForRelease7435_English_7609"

*Changed AmmoString.XML
- - changed 63. renamed "5.56mm CTA," was "5.56mm LSAT"
- - added 99. Multi-Caliber
- - added 100. 7.62×38mmR
- - added 101. 25x59B
- - added 102. 20x42mm1
* Changed AmmoType.XML
- - changed 43. SLC Ball, <lockBustingPower> = 50, was 0
- - changed 44. SLC HP, <lockBustingPower> = 20, was 0
- - changed 45. SLC AP, <lockBustingPower> = 50, was 0
- - changed 46. SLC AET, <lockBustingPower> = 50, was 0
- - changed all HEAT types to orange as defined by new RGB tags
- - added 71. VLC Ball
- - added 72. VLC AP/FMJ
- - added 73. VLC SAP
* Changed Magazines.XML
- - AP forms of .50 Beowulf, 12.7x55mm, and .458 SOCOM now <ubAmmoType> = 72. VLC AP/FMJ
- - Heavy forms of 12.7x55mm now 73. VLC SAP
* Changed Merchants.XML, Tony:
- - <useBRSetting> = 1, was 0
- - <addToCoolness> = 3, was 1
* Changed in general for items not meant to be buyable from Bobby Ray's <szBRName> = <uiIndex>
* Changed 1720. Tactical Sling to be an attachment
- - attaches to most guns via. using Laser Sight (N)CAP definition and Attachments.XML to fill in gaps
- - no longer a LBE as it was found to cause the attachment to be come inseparable - still being looked into
* Changed all M-LBE type LBE items:
- - per http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=20916&goto=345094&#msg_345094, moved M-LBE attachment slots to top row to avoid overlap with now visible LBE cargo
- - AttachmentSlots.XML, M-LBE slots <usDescPanelPosY> = 8 and 36, were 120 and 148
* Changed all armour items common with v1.13:

- - <ubProtection>, <ubCoverage>, <ubDegradePercent>, <AimBonus>, <APBonus>, <StealthBonus>, <PercentBase>, <PercentCap>, <PercentCounterForceAccuracy> (all three stances for later three tags) now same values as of SCI_Unstable_Revision_8270_on_GameDir_2329
- - remaining mod specefic armour items brought in line with v1.13
* Changed range of some 9x19mm pistols from 110 to 120:
- - *Glock 17, Glock 18, FN FNP-9, MP-443 Grach, MP-446 Viking, SIG P226 Tactical, Sphinx 3000*
* Changed 4190. *Benelli R1*
- - <ubWeaponType> = Rifle, was Sniper Rifle
- - <ubImpact> = 46, was 48
* Changed 4424. *Gressar 2000*, <ubImpact> = 46, was 48
* Changed 4881. *Ruger M77 Hawkeye*, <ubImpact> = 48, was 44
* Changed 4942. *SIG MPX-K*, <ubWeaponType> = Machine Pistol, was Sub-Machine Gun
* Changed 5074. *Walther WA 2000*, <ubImpact> = 46, was 48
* Changed 1677, <szLongItemName> = "M-LBE - Spec Ops Holster," was "M-LBE - Russian Pistol Holster"
* Changed 12.7x55mm ammunition
- - cost and weight changes across all
- - changed all magainzes, <ubMagSize> = 20, was 10
- - changed all boxes, <ubMagSize> = 100, was 50
- - added 5 round "Cartridge Clip" items
* Changed 4182. *Barrett M500*, imported graphics from IoV
* Changed 5152. *Mauser C96*, additional detailing edits to graphics, modification of original from IoV
* Changed 4440-4442. *FR Ordinance MC51* and variants, range = 250 was 375

* Added 5214-5231. *SIG MPX-P, SIG MPX-PSB*, and *SIG MPX* in additional calibres
- - conversion system between .375SIG, 9x19mm, and .40S&W and other MPX variants
- - changed earlier MPX sub-machine guns to be part of new conversion system
* Added 5232-5275. *SIG MCX* family of weapons
- - *SIG MCX* and *SIG MCX Pistol* Lower Receivers
- - Upper Receivers in 5.56x45mm, .300 Blackout, and 7.62x39mm - - telescopic stock, A3 AR lower, A4 AR lower, LE901 lower, pistol, PSB, and variants
* Added 5276. *Noreen BN36 30-06*
* Added 5276. *Noreen BN36 .300WM*
* Added 5278. *Noreen Bad News*
* Added 5279. *LAR-47*
* Added 5280. *LAR-47 X-1*
* Added 5281-5292. (Generic) *AR-47* in full, carbine, and SBR, with uppers
* Added 5293-5294. (Generic) *PAR-47* and *MAR-47* variant
* Added 5295-5306. (Generic) *AR-22MAG* in full, carbine, and SBR, with uppers
* Added 5307-5308. (Generic) *PAR-22MAG* and *MAR-22MAG* variant
* Added 5309. *CVA Scout*
* Added 5310-5311. *Noveske Mk 46 SAW .300BLK* and conversion Kit
* Added 5312. *Crye Six12*, optionally attachment shotgun
* Added 5313. *Standard Manufacturing DP-12*
* Added 5314. *Boberg XR9-S*
* Added 5315. *Boberg XR9-L*
* Added 5316. *PHSADC T73*
* Added 5317. *Norinco P762*
* Added 5318-5322. *Norinco QX4*, variants and supporting items

- - conversion system between 7.62x25mm, 9x19mm, .40 S&W and .45ACP
* Added 5323-5324. *DRD Kivaari*, and supporting item
- - Item Transformation to convert to and from non-firing covert item
* Added 5325-5330. *Heizer Defense Pistol*, variants and supporting items
- - conversion system between 7.62x39mm, 5.56x45mm, .45 Colt and .410bore
* Added 5331-5358. *FB MSBS* family of weapons
- - 5.56x45mm: standard, DMR, LMG, and SBR in both conventional (556K) and bullpup (556B) formats
- - 7.62x51mm: standard, DMR, and (fictional) SBR in conventional format (762K)
- - 7.62x39mm: standard and (fictional) SBR in conventional format
- - common upper receiver, K-lower receiver, B-lower receiver, and barrels for 5.56x45mm conversions
- - AttachmentComboMerges.XML entries to support three item mergers to produce all the 556 variants
* Added 5359. *Colt Canada IWSC*
* Added 5361-5371. .300 Blackout conversions for:
- - all variants of *HK 33K* and *HK 53* into "*HK 300*" A2/A3
- - all variants of *H&K G41* into "*G41 300BLK*" A2/A3
- - *HK 21E* and *HK 23E* into "*HK 23 300BLK*"
- - merge definitions to support A2/A3 stock conversions for the two new AR's
* Added 5369. *ACME 300BLK Barrel*
- - barrel swap item for *Noveske Mk 46 SAW .300BLK*
- - used as both barrel swap and conversion to *HK 23 300BLK* (both *HK 21E* and *HK 23E* can be used to produce new LMG)
* Added 5379. *Nagant M1895*
* Added 5380-5388. *Chiappa Rhino* in:
- - D20, D40, and D60
- - 9x19mm and .357 Magnum/.38 Special (Multi-cal transformable)
* Added 5389. *Barrett XM109*, imported graphics from IoV
* Added 5390. *Denel PAW-20 Inkunzi*, imported graphics from IoV
* Added 5391. *De Lisle Carbine*, imported graphics from IoV
* Added 5392. *Rsh-12*
* Added 5393. *DPMS 308* Lower Receiver
- - base for AR-like receiver system for civilian rifles
- - may have *ACME Trigger Group* attached to allow burst
* Added 5394-5396. *DPMS LR-308*, with upper and LE901 variant
* Added 5397-5399. *DPMS LR-308B*, with upper and LE901 variant
* Added 5400-5403. (Generic) *MAR-308*, with upper, LE901 and Pistol variant
* Added 5404-5406. *UTAS XTR-12*, with upper and LE901 variant
* Added 5407-5410. (Generic) *12 gauge SBR*, with upper, LE901 and Pistol variant
* Added 5411-5420. (Generic) *ARP308* in full ("Target"), carbine ("Hunter"), SBR, Pistol and LE901variants with uppers

* Added 1224. *DSG/Mortars Inc. iMortar*, launcher for existing in-game 60mm mortars
* Added 1225. *Panzerfaust 3*, and rounds: *Pzf 3-IT AT, Pzf 3-IT HEDP, Pzf 3 Bunkerfaust*
- - *Pzf 3-IT AT* and *Pzf 3-IT HEDP* can be converted via Item Transformation between each other
* Added 1229. *Starstreak HVM* and *Starstreak Missile*
- - SAM with usable anti-vehicle capability
* Added 1233. *MSBS 40mm Launcher*, launcher for existing in-game 40x46mm grenades

* Added .300 Blackout ammunition items in capacity: 1, 5, and 50

- - capacity 50 items have belt flag set
* Added .300 WM ammunition items in capacity: 20
* Added 5.56x45mm ammunition items in capacity: 1 and 5
* Added .223 Rem ammunition items in capacity: 5
* Added 7.62x51mm ammunition items in capacity: 30
* Added 7.62x39mm ammunition items in capacity: 1
* Added 5.56mm CTA ammunition items in capacity: 30
* Added 12.7x55mm ammunition items in capacity: 5
* Added 7.62×38mmR ammunition items in capacity: 7
* Added 25x59B ammunition items in capacity: 5
* Added 20x42mm ammunition items in capacity: 5

* Workaround LBE removal from Armour Crash (affects Commando and Striker Pants)
- - reversed attachment of Holsters and Pants, armour leggings now attach to LBE for storage
- - changed graphics for holsters to be same as for armour leggings

* Fixed armour percentages not adding up
- - removed items: 443. *Helmet*, 444. *Vest*, 445. *Leggings*
- - unusually large armour values were throwing off math for all armour items

* Fixed Clothes.XML, obsolete version replaced with clean copy from GameDir 2338
* Fixed Pockets.XML, missing entries for size 222

* Fixed 4881. *Ruger M77 Hawkeye,* <APsToReloadManually> = 12, was missing
* Fixed 1653. *M-LBE Holster*, <szItemDesc> no longer misleading about attached suppressors
* Fixed 1316-1317. *Tactical Axe* and variant, <ItemFlag> = 16384, was missing
* Fixed 1318-1319. *Shuriken* and variant, <ItemFlag> = 16384, was missing
* Fixed Tripwires
- - corrections to files: Merges.XML, Item_Transformations.XML, and MergeType.XML
- - only Tripwire Roll buyable
* Fixed 4389-4391. *FN SCAR-H SV* and variants, range corrected to 670, was 550
* Fixed 4698-4700. *Desert Eagle* all variants, overlapping NAS slots, Layout Class = 96, was 40
* Fixed *.22WMR AR Uppers,* missing dummy 0 round magazine item
* Fixed 764. *Commando Vest - Modular,* missing <AttachmentPoint> = 70368744177664 "Modular - LBE Pouches"
* Fixed 4634. *IWI X95* 5.45, removed as attachments: *5.56mm C-Mag Adapter, TactiKool-Aid Mini14/68 RAS Kit*
* Fixed 61. *Dart Gun,* missing <ItemFlag> = 16384 from v1.13
* Fixed 139. *C1,* missing <ItemFlag> = 16384 from v1.13
* Fixed 139. *C4,* missing <ItemFlag> = 16384 from v1.13
* Fixed 232. *Bloodcat Pelt,* missing <ItemFlag> = 65536 from v1.13
* Fixed 382. *Rag,* missing <ItemFlag> = 1024 from v1.13
* Fixed 1651. *3.11 VTAC M-LBE Tactical Vest,* incorrectly set <ItemFlag> = 512, should be none
* Fixed 1652. *M-LBE - SAW Mag. Pouch*, <ItemFlag> was incorrectly 128, now = 512
* Fixed all *H&K G3* family guns, missing LayoutClass 536870912 which provides (above barrel) "Bayonet" slot
* Fixed misc *AK, RPK, Saiga,Vepr-12,* and variants, <WaterDamages> tag set in error
* Fixed 4288. *Colt IAR*, <WaterDamages> not set
* Fixed 4482-4484. *HK G36* and variants, <WaterDamages> tag set in error

* Fixed 4288. *HK VP70M*, <WaterDamages> not set
* Fixed 4566-4575. *IMI Galili* and variants, <WaterDamages> tag set in error
* Fixed 4668-4673. misc *LWRC M6* variants, <WaterDamages> tag set in error
* Fixed misc *XCR* pistols, <WaterDamages> tag set in error
* Fixed 4924. *SIG P238*, <WaterDamages> not set
* Fixed 5030. *TechnoArms Mag-7*, <WaterDamages> not set
* Fixed 4095-4097. *AK-12* variants, <Damageable> and <Repairable> not set
* Fixed 4173. *Baikal MP-94 Rifle*, <Damageable>, <Repairable>, and <WaterDamages> not set
* Fixed 4324. *CZ BRNO Combo Rifle*, <Damageable>, <Repairable>, and <WaterDamages> not set
* Fixed 4516. *HK 416 D10RS Upper Receiver*, <Damageable> and <Repairable> not set
* Fixed 4540. *HK 416 D20RS Upper Receiver*, <Damageable> and <Repairable> not set
* Fixed 4591. *Innogun Hybrid 12gauge Barrel*, <Damageable>, <Repairable>, and <WaterDamages> not set
* Fixed 5140. *Adcor B.E.A.R. Elite 10.5" Upper Receiver*, <Damageable> and <Repairable> not set
* Fixed 5314. *Boberg XR9-S*, <Damageable>, <Repairable>, and <WaterDamages> not set
* Fixed 5315. *Boberg XR9-L*, <Damageable>, <Repairable>, and <WaterDamages> not set
* Fixed 5331-34, 5338, 5342, and 5346, *FB MSBS parts*, <Damageable>, <Repairable>, and <WaterDamages> not set
* Fixed 5361. HK 300BLK Barrel, <Damageable>, <Repairable>, and <WaterDamages> not set
* Fixed 5365. *300BLK G41 Barrel*, <Damageable>, <Repairable>, and <WaterDamages> not set
* Fixed TonyInventory.XML, missing entry for *Beretta CX Storm .45 ACP*
* Fixed 1691. *Sniper Drag Bag*, cleared <NotBuyable> tag set in-error
* Fixed 743. *Go Bag*, <szBRName> corrected to "Pack(B) - Go Bag," was "Pack(C) - Go Bag"
* Fixed 802. *Camo Steel Helmet*, <CamoBonus> = 5, was 25
* Fixed 6966. *22 LR Magazine, 30 HP*, corrected description

Arulco Folding Stock

* Implemented Kyle merchant
- - Merchants.XML
- - AdditionalDealer_2_Inventory.XML with near identical items as stock v1.13

* Updated MercProfiles.XML, from **SCI_Unstable_Revision_8366_on_GameDir_2357**

* Updated MercStartingGear.XML for "Ballistic Shields," http://thepit.ja-galaxyforum.com/index.php?t=msg&th=23452&goto=350413&#msg_350413 : Raider, Raven, and Bubba

* Fixed Thor's inventories, now has Magnum Suppressor, was Pistol Suppressor
* Fixed AFS Bobby Ray's balance for Heavy Weapons, Grenades, Explosive items, detonators and remote triggers
- - had UC-1.13 availability implemented in error

Urban Chaos-1.13

* Updated MercProfiles.XML
- - new tag(s) from **SCI_Unstable_Revision_8366_on_GameDir_2357**
- - 004. Victoria Waters, <bDisability> = 11, was 3 - - 224. Megan "Sparky" Roachburn, <bDisability> = 11, was 4 - - 246. Hector Alvarez, <bDisability> = 11, was 0

* Updated maps for "Ballistic Shields," http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=23452&goto=350413&#msg_350413 : A10, B2, C13, D13, G9, H12, I2, P2

*Fixed MovementCosts.xml
- - E1 North now PLAINS to match D1 South
- - E5 South uses the EW_River, Gambigobila suggested

Urban Chaos–1.13 Implementation of Flugente's Non-Profile Merchants   feature
(http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=23061&goto=345526&#msg_345526)

Notes:
* feature introduced in Experimental 8 (201706/29) with only surface maps
* some merchants will change their pricing profile to increase prices as town loyalty achieves a specific (higher) threshold to imply they are profiteering

* Updated Ja2_Options.INI - - ALLOW_EXTRA_CIVILIANS = TRUE, was FALSE
- - ALLOW_EXTRA_MERCHANTS = TRUE, was FALSE

* Updated Merchants.XML

* Updated majority of City and some Rural maps to make room for non-Profile Merchants

* Added AdditionalDealer_21_Inventory.XML through AdditionalDealer_41_Inventory.XML

* Added ...\Data-UC113\Data-UC113NewMaps\Scripts\strategicmap.LUA

* Changed ...\Data-UC113\Data-UC113NewMaps\TableData\Maps\FacilityTypes.XML, all <usMineIncomeModifier> reduced to 105 from as high as 150

* Changed 228. (in UC-1.13) *Laptop,* added tag <usHackingModifier> = 50

* Changed 313. (in UC-1.13) *Laptop+GDI Decoder,* added tag <usHackingModifier> = 75

* Changed location of multiple named mercs to accommodate Flugente's *New merc (kinda): chaos Buns* (http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=23806&goto=356152&#msg_356152) feature and possibly some aspects of his additional mercs addon (http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=23770&goto=355784&#msg_355784)
- - replaced with non-named merchants: 202, 204, 205
- - moved Buns to index 17 (as in stock, note that Buns was cut from original *JA2: Urban Chaos*), was 179
- - added "Chaos" Buns, index 215

- - moved Jubilee to index 211, was 17
- - moved Quartermaster to index 202, from 212
- - moved Arnold to index 204, from 213
- - moved trigger NPC to 205, from 214
- - moved trigger NPC to 179, from 215
- - moved one line of text from cut merchant on index 205 to merchant on 237

*Changed map H8_B1, replaced *Jar of Blood* and *Glass Jar* items with *Blood bag* and *Empty blood bag* items