

**1.0 (for BMS 4.33) – 03.11.2015**

Release highlights:

- BMS 4.33 compatibility
- New campaigns with full air and ground war
- Updated terrain with Autogen trees
- Updated F-16 3D models with custom modifications for IAF, EAF and RJoAF
- New munitions including Python-5, SPICE and Delilah
- Updated database and OOB's - dozens of local aircraft and ground vehicles are represented
- Training missions with comprehensive user guide

0.991 – 15.1.2014

- Campaigns: Better mission generation (OCA in particular), added Syrian SA-17 batteries, decreased IDF reserves, improved triggers. “Standing Wave” is now generally longer.
- Fixed Ben Gurion airport objects.
- Moved objectives away from Ben Gurion and Nevatim airports.
- Fixed miscellaneous theater strings.
- Improved objective links in Egypt.
- Corrected F-16A serial numbers.
- Added F-16B to the TE template.
- New Enroute Low Altitude chart by Nikos (added 6.3.2014).
- Updated documents.

0.99 – 31.12.2013

- New ground objectives with functional links and parent relations.
- New concluable campaigns with realistic units and OOB.
- Vehicles added to the DB:
 - IDF Merkava Mk. III tank (model by 611-Eagle)
 - IAF CH-53 helicopter (model by ccc)
 - EAF MiG-21MF
 - EAF MiG-21F, as J-7B equivalent
- New models and skins:
 - By Hayab: T-62, KrAZ 255t/f, S-60, ZPU-2, KS-19, D-30, Frog-7, Zil-135, OSA 2, OHP
 - New Python-4 by JanHas
- Updated skins: EAF Mirage 2000, EAF E-2C, EAF AH-64, EAF MiG-21, LAF UH-1, Iraqi Su-25.
- Added Rosh Pina airstrip.
- Renamed to “Israel Theater” for clarity.
- DB and supporting files updated to Update 7 standard.



- New UI maps.
- Corrections to the road network and bridges.
- Removed paths from several non-road tiles, updated THR.
- Zeroed sea tiles elevation in several locations.
- Corrected (reduced) size of Sea of Galilee.
- Replaced M60 tanks in mechanized battalions to TOW Humvee.
- Refined loadouts (see documentation for details).
- Replaced ACRV model from M113 to the more similar BTR-D.
- Less trees at Ramat David for improved performance.
- Fixed carrying of jammer at station 5 on USAF F-16's.
- Improved F-16I RWR texture.
- Added airlift to UH-60 role scores.
- Increased recon squad battalion speed to 60.
- Enabled UH-60 night flag.
- Increased OCA missions priority via offence.pri.
- Correct PAK map.
- Sorted the equipment list used for adding battalions and ships in the TE editor.
- EAF and SAAF patches.
- "Training Day" TE with flights to the various target ranges.

0.97 – 15.7.2013

- Applied all BMS data changes up to Update 6.
- Updated loadouts (see documentation for details), updated squadron role scores to reflect new loadouts.
- Corrected the airbase tiles which were not aligned with the 3D runway.
- Changed EAF Mirage-2000EGM to Mirage-2000C, with new skin by Sgt.Siak.
- Added EAF F-4E skin from Battle for Sinai theater.
- Updated tail skin of EAF F-16-42E.
- New airport data by Nikos:
 - New IAP ILS charts of Nevatim, Hatzerim, Ovda, Marj Rujayyil, Prince Sultan and Shaheed Mwaffaq
 - New airport charts of Ovda, Nevatim and Ben Gurion
 - Added Akrotiri airpot in Cyprus
 - Updated airport names
 - Updated frequencies
 - Moved ILS at Aqaba to runway 05L



- Moved ILS at Hatzor to runway 14L
- Improved target ranges runway textures.
- Further improved HUD projection mod by FanOfBMS432.
- Minor improvements to the road network in the Golan and Suez areas.
- Zeroed elevation of the Sea of Galilee and of the Dead Sea.
- New UI maps.
- Removed Russian insignia from Syrian MI-8 skin.
- Fixed F-16I internal ECM strength.
- Fixed Mirage-2000D cockpit CTD.
- Updated RWR textures of F-16 C/D/I.
- Fixed F-16D, F-16I stores flutter in external view.
- Modified several green tiles to reduce repetition.
- Fixed color balance of rocky to sand transition tiles.
- Restored missing airbase tile at 01_19 type airports.
- Set F-16I-CFT fuel rate to be identical to F-16D.
- Fixed Sde-Dov tower radio call.
- Fixed Eilat tower calling wrong runway heading.
- Fixed runways 11, 35, 33 radio calls.
- Fixed Eilat and Megiddo objective IDs.
- Updated supporting files in the campaign folder to latest BMS files.
- Fixed centering of several squadron patches in the UI.
- Fixed U.S patches in Southern Resolve campaign.
- Reset ground objectives damage in campaigns and TEs.
- Changed Ben-Gurion features name to BG x.
- Moved army bases from within airport areas of Queen Alia INT and Alismalya.
- Corrected numbers on runways at As Suwayda West and Yasser Arafat INT. The numbers still flicker because of a model issue.
- Improved AI taxi points at Hatzerim and at Yasser Arafat INT.
- Removed Alimanzilha airport in Egypt (duplication).
- Fixed El Arish center sea port location.
- Removed quotation marks from theater strings.
- Switched locations of Bilbays and Bilbays 2 airports.
- Corrected color of F-15I far LODs.
- Rebuilt LOD file to remove unused data.
- Campaigns:



- Reset squadron stores to DB values
- Applied Tacedit and Mission Commander auto fixes
- Minor link fixes
- Updated trigger files to reflect high value objectives
- Deleted many uninvolved neutral units, may improve frame rate.

0.96 – 25.11.2012

- All BMS data changes up to Update 3 were applied to IT – huge thanks to BMS for providing detailed changelogs!
- Updated IAF F-16 models and skins:
 - F-16C-30/40 LODS are now properly modeled with GE engine and specific IAF modifications – tail base extension and enlarged navigation lights below the cockpit.
 - LITENING pod carried on IAF F-16s block 30 and up. F-16I carries in addition the AAQ-14 LANTIRN navigation pod.
 - Pilots on IAF F-16s now wear IAF patches.
 - Darker main landing gear.
 - Darker GE engine nozzle on C/D models, black PW nozzle on I model.
 - Corrected squadron tail art on 3D cockpit for two squadrons.
- New tower & TACAN frequencies as well documentation by Nikos (neystriatiou). All airports now use real life data. Also fixes ATC issues with airports outside Israel.
- Automatic loading of the custom cockpit textures of IAF F-16C/I by using independent cockpit LODs and parents.
- Rebuilt and simplified theater configuration editor.
- More features in target ranges.
- Improved HUD projection mod by FanOfBMS432.
- Improved tiles at Ovda and Hatzor airports. Modified roads around them to match.
- New EAF skins from Battle for Sinai theater: Mirage 2000 EGM, F-16C-32E, F-16C-42E, Il-28, Tu-16, An-24, Su-7BMK.
- Modified MiG-23 skin with Syrian markings.
- New CH-47 skin by Aeyes.
- New munitions skins by JanHas: Hawk, GBU-38-TR, AA-10, SA-5, SA-6, SA-11
- New squadron patches for all IAF F-16 squadrons in the UI.
- Fixed wrong drag and weight values of several pylons and drop tanks (4.32 bug), this is incorporated into the DB now (was optional). [Details](#)
- AIM-120 removed from blocks 30 and 40 (was optional). F-16I and Jordanian MLU remain AIM-120 capable. Also Egyptian blocks 32/42 can carry AIM-7.
- Fix for F-16A-15 chaff and flares not working (4.32 bug) incorporated into the flight models patch in the configuration editor.



- Fixed hanger orientation in Ramon.
- Defined value to oil / gas platforms in sea (was zero).
- Fixed Jordanian MLU skin.
- Deleted unconnected road segments near Ovda.
- Zeroed damage value of CATM-120.
- Fixed Israel name and flag on OOB screen.
- Fixed missing “plain” areas in water tile sets.
- Removed unneeded swamp type areas near El-Arish.
- Added CFT to LOD2 of F-16I-CFT.
- Fixed tiles alignment with runway at Beirut and Wujah Al Hajar airports.
- Rebuilt THR file.
- Moved several misplaced ground features.
- Fixed exploding aircraft in Palmahim.
- Changed role of F-16C squadrons in campaigns from A-A to general.
- Reduced generation of SEAD missions for single seat models. F-16D and F-16I unaffected.
- Fixed Egyptian and Syrian squadrons which were not assigned properly to an airbase.
- F-16I without CFT is set to use flight model of F-16D-52 so fuel amount is correct now for this two seater aircraft (this was optional before as part of flight models patch).
Fuel amount of the F-16I with CFT is still 1400 lbs above what it should be as there is no flight model for a two seater with CFT in BMS, so it uses FM of F-16C-52+-CFT – it is therefor recommended to reduce fuel load by 1400lbs in the munitions screen when flying F-16I-CFT.
- Fixed airbase name in Cyprus in the third campaign.
- Corrected weight of training missiles.
- Moved Port Said sea port to shore.
- Fixed wrong taxi sign in Hatzerim.
- In campaigns Israel and Coalition Forces are grouped under a team so there is no redundancy when displaying assets in the OOB screen.
- New hangar texture in Hatzor and Ramon.
- Moved uninstaller to root BMS folder.
- Fixed H4 airport in Jordan – it previously had buildings on the runway.
- Removed non-IAF KC-135 skins. Fixed director lights.
- Addressed compatibility with Battle for Sinai theater so both theaters can be installed / uninstalled independently.
- Updated most existing documentation with added information and changes. Reorganized Docs folder.
- New documents:



- TACAN navigation aid.
- Ramat David landing pattern diagram.
- Hatzetim airport diagram.
- Nav aids list by Nikos.
- MAIP (approach charts) by Nikos with charts for Ben Gurion, Hatzor, Ramat David, Ramon, Abu Suwary (Egypt) and Rafic Hariri (Beirut, Lebanon).
- Fixed “160 miles” radio call with Hebrew ATC enabled.

0.94 – 30.03.2012

First public release.