



## CHANGELOG (30/09/2024)

### MISSION 02

- Smoke correctly rejoins player after takeoff.
- Smoke correctly refuels and rejoins the player afterwards.

### MISSION 03

- SMOKE is now not just pretending AAR, but he is actually refuelling.
- SMOKE refuel callouts are now better timed. They are based on tanker moving zones. Total refuel fail safeguard timer remain there.
- Clouds now set to Scattered 2 - better suit the briefing weather report.
- Fixed "zero" higher altitude winds - new more realistic values.
- Guarding SH-60R taking off from the deck.
- Switch GBU12/38 to NAVY grey color (not USAF green paint).
- Fixed low number of 30 Flares, now IR threat load of 40 Chaff + 80 Flares.
- Fixed Raven flight, Cutlass flight and DUTCH weapon loadout (with text in ATO).
- SMOKE after takeoff departs to WP1 at speed of roughly 300IAS, so Plyer can easily catch him.
- Tuned some TEXT notes during the mission to better describe what player should do.
- Texaco was assigned as "RECOVERY TANKER" (flying racetrack along carrier).
- Fixed bug when Exxon refused to refuel if Player joined tanker when Cutlass still refuelling.
- Immortality set immediately when IGLA fired, not 1 second after – being shot down was still possible.
- Adjusted Texaco altitude 24k and speed of 300 IAS to match values on Raven One book. (mission briefings, kneeboards adjusted).
- Removed deactivation of carrier deck statics after takeoff. Updated laser code for the GBU-12.

### MISSION 11

- Updated Iranian F4s to new model

### MISSION 14

- Updated laser code of the bombs to match the kneeboard.
- Updated Iranian F4s to new model.

### MISSION 15

- Updated Iranian F4s to new model.
- Reduced AI skill for shorter versions of M15.

