

**Close Combat The Longest Day**  
Read me File – 3 November 2009  
Version 5.50.07

**Welcome.**

Thank you for playing Close Combat The Longest Day™! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the Matrix Games web site at [www.matrixgames.com](http://www.matrixgames.com).

Below you will find the latest and greatest information on Close Combat The Longest Day™. Information in this document supersedes that in the official game manual.

**Troubleshooting:**

Ensure that your system meets the minimum system requirements. These are found in the game manual. Also, ensure that you have the latest video and sound drivers available for your system and that you have upgraded to the latest version of DirectX from Microsoft. The vast majority of reported problems are resolved by upgrading all drivers and DirectX to the latest versions.

If you are still experiencing problems with the game, please visit our Help Desk at [www.matrixgames.com/helpdesk](http://www.matrixgames.com/helpdesk) or post in the Close Combat The Longest Day™ Support Forum at [www.matrixgames.com](http://www.matrixgames.com). Please provide as much detail on your issue as soon as possible.

**To obtain optimum game performance, close all other applications before beginning a game.**

**Change History:**

**v5.50.07 – November 3, 2009**

- **Code fixes**
  - Added more error reporting when a missing vehicle/shadow texture is requested.
  - AI may now decided to swap out 1 or 2 active teams from a BG depending on the known composition of the opposing BG. Occurs only at line difficulty or higher.
  - Fixed a bug where the campaign-defined 'home' direction was being overwritten after one battle, resulting in inconsistent entry locations any subsequent single battle games, troops sometimes moving in the wrong direction, and prisoners wandering off the wrong way.
  - Allied AB BGs that arrive during the night turn will not reappear during turn 1 if they disband during the night.

- No longer able to allocated unlimited teams for some team types of some BGs on the BG screen.
- Clicking BGs on the strat map now selects the correct BG for all start map tiles.
- BGs are no longer show as exhausted when they have zero fatigue.
- Assert condition in battlegroups.h at end of the last battle for a day fixed.
- Fixed bug with display settings where CTD would occur when map size is smaller than users screen resolution.
- Made beach bunker coding consistent among all maps pointed out in bug tracker.
- Fixed a bug where the AI might swap out a tank for additional infantry if it found the enemy was weak in anti-tank assets.
- Increased integrity of towed guns to make them somewhat more difficult to knock out.
- Updated hindrance values to mitigate 'unspottable troops' issue. Visual hinderance values in the 300-449 range have been reduced to 225-250 or increased to 450 (total LOS/LOF block).
- Tweaked gun crew engagement decision making. Gunner slightly less likely to engage infantry with main gun. Crew will not engage with small arms when gunner would not also choose to engage with HE.
- Made Large Hedgerow block Line of Sight.

- **Maps**

- Bunker floor element now allows AT guns to be deployed on it.
- Dog Green coding fixed so that bunkers are correclty coded with "bunker floor" rather than "courtyard".
- More map coding checked for compliance with WaR map coding style guide.
- UTAH beach US BGs now land in correct place in grand campaign.
- All maps checked for compliance with WaR map coding style guide.
- Map name spelling errors fixed, areas not assigned to specific r/l areas now assigned.
- Vierville Sur Mer exit VL to Dog Green moved in and down 1 mega tile to expand deploy zone.

- Returned St. Pierre du Mont map text file to correct file.
- Made map coding match graphical depiction of floors on St. Honorine map.
- Fixed level number on Caen. Changed interior number from "4" to "3".
- Fixed lines in roof file of St. Marie du Mont.
- Fixed unassigned values in INCauseway map.
- Fixed map coding where dead animal was coded in open ground of St. Marie du Mont.
- Exit on the north edge of Fox Green map changed from "Fox Red" to "Easy Red".
- Exit labeled as "to Colombieres" on the Trevieres map changed to "to Formigny".
- Exit labeled as "to Formigny" on the Trevieres map changed to "to Surrain".

- **Data**

- Name in Shadows.azp for Churchill AVRE fixed so it's under the max number of characters.
- French commandos appear in 9 Bde (British) BG.
- ChurchillAVRE name fixed in tanks.azp file to be 13 or less characters.
- ChurchillAVRE references fixed in vehicles.txt.
- Guns added to guns.azp file.
- BGroups.txt fixed to have allied tanks show up in Battlegroups.
- Fixed error in AxsTeams where Panther G (index 152) was pointing to the wrong BGUNITICON. Changed from 0 to 151.
- Changed PzJg 35R armor to match Marder I.
- Changed PzIVH top armor to 13 (instead of 10).
- Slightly increased mortar minimum ranges for HE when it was less than actual weapon specs.
- Mortar Point Blank ranges for HE now set to minimum range + 1.
- Mortar Short ranges set to former PB range.

- **Graphics**

- Name in Shadows.azp for Churchill AVRE fixed so it's under the max number of characters.
- Light fx blended around the edges. NOTE: The huge light from the flare was causing some performance issues but I think I have this at an acceptable level. See if the flare slows down the game on your machines, please.
- All strat map arrows show on strat screen when you hold down the spacebar. If the user presses a mouse button down the arrows are cleared – 99% sure that is a non-issue but I had to do it to prevent painting conflicts.
- Unusable team slots on the BG screen are painted out with a background texture.
- Fixed German Heer vehicle rank gadgets so uniforms are black.
- Added SS rank gadgets with black uniforms and pink edged shoulder boards.
- Commonwealth uniforms now coloured correctly.
- Light effects no longer cause errors on maps smaller than the window size (Amfreville).
- "Illumination Available" message no longer has garbage characters at the begining.
- Overview map now repaints correctly after a message bar is displayed and cleared.
- Overview map now repaints correctly when the pause dialog appears / disappears.
- Added bounds checking to code that loads vehicle texture names to prevent possible overflows.
- Some vehicle graphics updated and added to tanks.azp.
- Fixed Battlegroup type graphic for BG screen so all are identified properly. No more "Invalide Battlegroup type" graphics.
- Added brigade identifier to Canadian battlegroup patches.
- Added line on scenario editor screen between Chef du Pont and Pont l'Abbe map area diamonds.

- Fixed Gammon bomb icon in Weapons.txt
- Graphical error in scrngadg.gdg for BG types fixed.
- Change to Battlegroupscreen where "Supply" becomes "Reserves".
- Incorporated fix from Nembo that puts patch shadow for STRPATCH55 on correct side to match other patches shadows.
- **Battles**
  - Bootcamp scripts updated.
  - Added one night turn for every day of the GC.
- **Classic CC5**
  - Included previously fixed scrngadg file that repairs the "edit opponent" button.
  - New strat map gadgets (Rest BG button, cohesion, fatigue) no longer shown on Strat Map screen for classic.
  - No more random parachute entry for classic.
  - BGEDIT buttons fixed for "Edit Opponent" on the BG screen.
  - Updates to Alsteams.txt. Quotation marks team names.
  - Updates to FPods.txt. Last 5 columns of Forcepools cleaned up.
  - Commander pics that fit in the available Cdr space added to scrngadg file.

### **v5.50.03b – July 14, 2009**

- **Code fixes**
  - Fixed bug with display settings where CTD would occur when map size is smaller than users screen resolution.
  - Multi-player: Force Morale percentages shown on Debrief screen now identical between host and client in all cases.
  - Multi-player: Client now shows correct soldier positions (i.e. Leader, loader, gunner, etc.) in the soldier monitor for active soldiers. Client will show last known position for soldiers that have become casualties, however.
  - Multi-player: Entry locations for tactical battles now re-calculated correctly when continuing a game that was saved from the Strategic

screen.

- Multi-player: Soldier death animation type now consistent between host and client (i.e. no more shot soldiers shown as burning up on the client).
- Fixed a bug that could cause a crash when starting a new operation or campaign using 'all clear' or 'random' weather settings.
- Changed display version number to 5.50.03b (to match patch v3 name)

- **Maps**

- Made beach bunker coding consistent among all maps pointed out in bug tracker.
- Returned St. Pierre du Mont map text file to correct file.
- Made map coding match graphical depiction of floors on St. Honorine map.
- Fixed minor grass texture tiling on St. Marie du Mont
- Returned St. Pierre du Mont map text file to correct file.
- Fixed Gold Beach gun pit coding.
- Fixed Dog Green gun pit coding.
- Adjusted one building shadow on LesForges so it looks more appropriate to the level it is coded for.

- **Data**

- Increased clip reload times for small caliber guns to minimum of 50 (5 seconds) to reflect more realistic rate of fire. Also prevents gunner from 'saving ammo' at long range until ammo drops below ~24 rounds.
- Changed weapon class 23 (previously unused) to be 37mm/L21 cannon (French 37mm SA18).
- Reduce chamber reload time of PPsh from 50 to 5.
- Reduced crew of H-39 to 2.
- Changed R-35 main gun to 37mm/L21 instead of L33.
- Reviewed armor on H-39 and R-35.

- **Graphics**

- Added SHAEF patch to Campaign debrief graph.

- Added patches for Ost BG's per Nembos artwork.
- Added French rank insignia per Squadleaders artwork.
- Added PzGrenadiere rank insignia per Squadleaders artwork.
- Added French medals per Tejszd's Meuse mod artwork.
- Minor enhancements to US Army ranks per Squadleaders artwork.
- Minor enhancements to US AB officer rank bar colors per Squadleaders artwork.
- Added French rank insignia per Squadleaders artwork.
- Added PzGrenadiere rank insignia per Squadleaders artwork.
- Minor enhancements to US Army ranks per Squadleaders artwork.
- **Battles**
  - Renamed battle to match BG's involved.
- **Classic CC5**
  - Returned elements file to stock CC5 elements.
  - Fixed commander pics.
  - Deleted Ousterham battle from DATA/BATTLES folder.

#### **v5.50.01b – May 20, 2009**

- **Features and Enhancements**
  - Added new fields to CAMPAIGN.TXT to support limits on where a disbanded BG can reform.
  - Soviet weapons being used by Ostruppen given German designations
  - German SS tank crew uniforms corrected.
  - US AB 57mm gun crew uniforms corrected.
  - US paratroops using M1A1 carbine instead of M1 (Graphic TBD)
  - British para switch to colt pistol instead of No. 4 revolver
  - British AB using Sten Mk. V instead of Mk II (Graphic TBD)
  - British vehicle crews use No.2 revolver, not colt

- Re-removed para bren team's 2" smoke mortar
- Para RE rifle team to para RE bren team had weapons swapped
- Changed mortar/MMG/HMG soldiers in US teams to have pistol instead of carbine (as per TO&E)
- Added scoped Lee-Enfield to para rifle and cdn para rifle teams
- Naval support added for Merville Battery.
- Randomized Bretteville tree sprites.
- Trevieres map added coding for stream.
- St. Mere Eglise added more roof rectangles so that the size of hte graphics removed when troops enter is not so large.
- Enhanced randomization of Benouville tree sprites.
- Message bar is now grey (ala original CC5) instead of (CC4) green.
- Added additional checking to Debrief screen to try and avoid / pinpoint crash reported at end of battle, but after file had been saved.
- Connection arrows / command radius circles no longer displayed if you hit space while typing in MP chat pane or when CC is not active window.
- Gave team member manning crewed weapon higher priority in determining final location
- Added “Night Battle” option in Scenario Settings dialog of Scenario Editor. Allows you to set a single battle scenario to be at night
- Added additional handling (based on campaign.txt settings) for reforming disbanded BGs. This will prevent disbanded Allied BGs landing on the wrong beaches in our GC.
- Low BG cohesion affects replacements to fill out shot up teams and repair of damaged vehicles.
- Low BG cohesion can result in ‘disorganized’ teams which can not be swapped out on the BG screen. These will be any shot up teams that were not repaired / filled out, or random teams if none of those exist.
- Add “Night Battle” option to Scenario Settings dialog. Allows you to set a single battle to be at night.
- Added Allied patch to DBBATTLEGRAPH\_000.tga.
- Added 4 BGUNIT icons to match data forcepool updates.

- Added rank graphics for British/Cdn AB. \*Unable to add AB M42 rank graphics due to current data design.
- Added weapon icon for M1A1 Carbine.
- Added weapon icon for Sten MkV.
- Added MG120(r) weapon graphic
- Added 4 GSUNIT icons to reflect additions in scrngadg BGUNIT icons.
- Added rank graphics for British/Cdn AB. \*see note in scrngadg.
- Added icon for M1919 water cooled 30cal.
- Added graphics for 15cm sIG33 gun.
- Added graphics for 2cm FlaK gun.
- Added graphics for Jpz35
- Added graphics for 75mm IG
- Replaced H39 graphic
- **Fixes**
  - Fixed error where US garand / gammon and thomspon / gammon had carbines
  - Fixed error where US .30 HMG teams had the M1919A4 MMG instead of the M1917 HMG
  - Fixed error where US carbine / pistol team leader had no pistol ammo
  - Fixed errors where data was pointing to incorrect icons or graphics. Noted in the TLD data workbook sign-out thread.
  - Fixed data where 251/2 mortar weapon was sitting on top of the vehicle exposed to fire from the sides.
  - Fixed errors where R-35 and other vehicles were using the incorrect wreck graphic.
  - INTrvres.btd: Exit VL leading to Longueville was incorrectly named "To Mosles"
  - INBrvnds.btd: Adjusted X/Y values to accomodate larger graphics drawn by Shane.
  - INDogRed.btd: Fixed syntax error in advice to the commander.

"landingcrafts" changed to "landingcraft".

- Changed coding on several maps where stone fences were coded as stone walls.
- St. Germaine de Varreville changed coding so that no fields are completely enclosed with bocage type element.
- Brevands expanded by 3 megatiles so that US deploy from Vierville does not allow deployment across the river from the entry VL
- Dog Green changed bunker coding to match the graphics.
- Fixed landing craft coding so troops can deploy inside of them but the landingcraft blocks LOS. Maps effected: Uncle Red, Tare Green, Point du Hoc, Dog Green, Dog Red, Easy Red, Juno Beach, Arromanches.
- Dog Red RFM lines removed.
- Fixed RFM error on LesForges where roof number and coding did not match.
- Fixed a crash that could occur when the last live soldier in a surrendered team exited the map.
- Fixed a case where you could continue to play a saved Operation or Campaign that had been completed.
- Light Halftrack now correctly used as a potential substitute team type for filling out empty BG slots.
- Fixed a potential multi-player deadlock when host or client disbands all battlegroups that are on the same map as enemy BGs.
- Fixed a case where a team could end up aborting all orders when enemy team was < 31m away.
- Fixed a bug where teams would double back to their original location after taking cover from enemy fire.
- Fixed minor graphical glitch with bottom of strat screen legend.
- Fixed bug where you could not move off a contested map onto an enemy controlled map during the first morning turn, even if you held the correct exit VL.
- Previous 'night' state in an op /camp no longer affects subsequent single battle games.
- Tweaked About dialog to insure the dots above the lower case 'I's in the last line of disclaimer were not being overwritten.

- Changed name of GC to “The Longest Day” to match actual scenario file.
- Changed bootcamp mainscreen map to match the map used in exercises
- Fixed icon for Marder III from Marder III 38(t) to Marder III ausfM.
- Fixed 38th reg. 2nd Infantry badge so there are no transparent pixels.
- Fixed icon for Marder III from Marder III 38(t) to Marder III ausfM.
- Fixed 38th reg. 2nd Infantry badge so there are no transparent pixels.
- **AI Enhancement & Fixes**
  - The AI player no longer uses AT infantry for recon.

## **V5.50 – April 29, 2009**

- **Initial Release**