

LIST OF FIXES & TWEAKS IN THE OFP ASPECT RATIO PACKAGE

I. Fixes

1. Global

- Credits – centered copyright text
- Main menu – centered copyright text
- Mission editor – ammo slider position in unit menu
- Mission editor – trigger time activation elements (fixed overlap)
- Mission editor – waypoint background and buttons position (fixed incorrect placement)
- Mission editor – intel buttons position (fixed incorrect placement)
- Mission wizard map – cancel button position (fixed incorrect placement)

2. Airwolf

- Main menu – logo fade in element (fixed incorrect placement)
- Briefing – brought back title top
- Profile edit – head position (fixed incorrect placement)

3. ArmA: Cold War Assault

- Campaign book – yellow title (fixed truncation)

4. FFUR 2007

- Main menu – buttons horizontal placement (now they're regular)
- Mission Editor – Effects – titles text drop-down (would go off the screen)
- Mission Editor – mission section selection – drop-down (would go off the screen)
- Briefing SP – buttons – fixed colour and vertical position
- Mission Wizard – map screen – fixed buttons colour
- Config.cpp had dozens of syntax errors. I've fixed them but I cannot guarantee that it's going to be exactly the same as before
- No centered copyright text in the main menu (FFUR doesn't have it)

5. FFUR 2008

- Mission editor – Intel button was overlapping Load button

6. Jungle Fever

- Mission editor – Intel button was overlapping Load button

7. MCM-SLX

- Profile edit – head position (fixed incorrect placement)
- Mission editor – Intel button was overlapping Load button

8. Operation Frenchpoint

- Mission editor – fixed map vertical size (was overlapping with bottom bar)
- Profile edit – head position (fixed incorrect placement)

9. Tupas War

- Campaign Revert – removed black background
- Multiplayer – brought back GameSpy logo class (OFP crashes without it)

10. Vietnam: The Experience

- Mission editor – Intel button was overlapping Load button

11. WarGames League

- Profile edit – correct head position
- Spectating Script – centered text (missing ST_CENTER macro)
- Mission editor – Intel button was overlapping Load button
- Multiplayer – progress bar was overlapping GameSpy logo

12. WW4/GRAA

- Main menu – centered version text
- Mission editor – Intel button was overlapping Load button

13. WW2 MP

- Controls – changed button color
- Difficulty – changed button color
- Lobby – reduced side image size so that it doesn't overlap
- RDS_Pudlo – fixed error (text property was missing)
- Main Menu – enlarged „mission editor” and „quit” buttons (text was truncated)
- Mission editor – Intel button was overlapping Load button

II. Tweaks

1. Global

- Campaign screen – centered book
- Island selection – notebook zoomed in; more rows displayed
- Main menu – added mod selection dialog
- Message box – lowered font size
- Mission editor – unit – more rows displayed
- Mission editor – group – more rows displayed
- Mission editor – marker – more rows displayed
- Mission editor – trigger – more rows displayed; rearranged time activation elements
- Mission editor – effects – moved up; more rows displayed
- Mission editor – waypoint menu – more rows displayed
- Mission editor – load mission – more rows displayed
- Mission editor – intel – more rows displayed
- Mission Wizard – template selection – more rows displayed
- Multiplayer – replaced Gamespy logo
- Multiplayer lobby – more rows displayed; more space for text; changed titles color
- Multiplayer mission selection – more rows displayed
- Multiplayer player list – client screen – enlarged
- Multiplayer player list – other screens – enlarged (depends on aspect ratio)
- Profile edit – more rows displayed; more space for text; rearranged elements; changed titles color
- Radio commands menu – enlarged (on widescreens; config.cpp)
- Single mission selection – more rows displayed
- MP mission selection, Mission Wizard, Lobby, Briefing MP – reduced cancel button width
- MP briefing client – moved cancel button to the left

2. Airwolf

- Added background to campaign revert screen, client screen, debriefing
- Briefing – brought back text top title
- Profile edit – correct head position
- Added logo to loading screen and client screen

3. Airwolf – compared to global

- No mission editor unit menu tweaks
- No mission editor group menu tweaks
- No 'load mission - more rows displayed' tweak
- No mission selection tweaks
- No MP lobby tweaks
- No island selection tweaks
- No profile edit tweaks
- Cancel button not changed in Lobby, MP Briefing

4. ECP

- Added ECP background to:
 - campaign revert screen,
 - client screen,
 - ECP settings,
 - in-game pause,
 - loading screen
 - mission wizard,
 - MP lobby,
 - options (except graphics),
 - profile edit,
 - profile selection
- Mission editor spectate – enlarged dialog elements (on widescreens)

5. FDF

- Added FDF background to:
 - campaign revert screen,
 - campaign selection screen,
 - client screen,
 - debriefing,
 - loading screen
 - profile edit,
 - profile selection
- Enlarged debug console (on widescreens)
- Spectating menu – larger list of players box (on widescreens)

6. FDF – compared to global

- No mission editor unit menu tweaks
- No mission editor group menu tweaks
- No 'load mission - more rows displayed' tweak
- Cancel button not changed in Lobby, MP Briefing

7. FFUR 2007

- No shorter *Cancel* button in multiplayer mission selection, lobby and client briefing
- Mission editor – Unit/Group/Trigger/Marker menu – original OK button sounds replaced with the ones from the mod

8. FFUR 2008

- Added background image to client screen

9. MCM-SLX

- Added background image to client screen

10. Operation Frenchpoint

- Added background image to loading screen and client screen
- Mission editor – Effects menu – longer drop down lists
- Mission editor – Load mission – longer drop down list
- Mission wizard – taller map
- Multiplayer Lobby – enlarged parameter lists, player list
- Multiplayer menus – changed placement of upper title and bottom buttons
- Notebook (3D model) – zoomed in
- Notepad (3D model) – zoomed in
- Slightly enlarged dialogs:
 - server browser,
 - mission selection,
 - graphic options,

11. Tupas War

- Added image to loading screen, client, debriefing and in-game pause screen
- Main Menu – lines span across the entire screen
- Island selection – removed top title; moved buttons lower
- Multiplayer – moved GameSpy logo, progress bar and buttons lower

12. VTE

- Added image to loading screen and client screen

13. WGL

- Added image to loading screen and client screen
- Spectating menu – larger list of players (on widescreens)
- Briefing MP Client – button „Continue” moved to the right

14. WGL – compared to global

- No 3D dialogs (campaign book and notebook) position change
- No mission editor group menu tweaks
- Partial multiplayer lobby tweaks (WGL has got it's own measures)
- No 'more rows' in MP mission selection (WGL has got it's own measures)
- Cancel button in MP briefing client not moved to the left (was already there)
- No Gamespy logo replacement (WGL removed it)