The Patchnotes below gives you an overview about the Changes, which has been done in the following Versions after **Version 2.0**

Patchnotes

Version 2.0.2 (Patch):

Localization/Translation:

- Add German Translation

Bug Fixes:

Map Model Border Disappear Issue:
Fixes the Issue, which replaces the Border Model around the Map with an Black Background
Was seen if these Features below where called by the Player:
- UEF Tech 3 Summit Class Battleship (Naval Reinforcement)
- UEF Tech 3 Neptune Battlecruiser (Naval Reinforcement)
- UEF Experimental Submershible Aircraft Carrier Atlantis (Naval Reinforcement)
- UEF Experimental Mobile Factory Fatboy (Land Reinforcement)
- UEF Prototype Drill Missile (Earthquake – Fire Support Manager – Special Section)
- Seraphim Dimensional Interference Weapon (Fire Support Manager – Special Section)
- Cybran Nanite Cloud Capsule
- UEF Smoke Screen Capsule
- UEF Acid Cloud Capsule
- UEF Ion Particle Cloud Capsule

All callable Air Transports (Air Reinforcements):
- Fixes the Issue of the Moving Tank Tracks and Wheels on the attached Free Land Units. (FAF Only)
- The attached Free Land Units will no longer create any Tank or Wheel Decals on the Land Layer. (FAF Only)
- The attached Free Land Units are now correctly attached on these Transports to make it more realistic.

Aeon callable Tech 2 Air Transport (Air Reinforcement):
- Add and Fixes the missing Open Animation of this Air Unit

Callable Strategic Missiles (All Factions):
- Fixes an Bug in Loud, which let the Missiles didn't spawn by the Air Dummy

Callable Anti Strategic Missiles (All Factions):
- Fixes an Bug in Loud, which let the Missiles didn't spawn by the Air Dummy
- Fixes an Bug where the Missiles didn't destroy an incoming Strategic Missile

Callable (Advanced) Prototype Drill Missile (UEF only)
- Fixes an Bug in Loud, which let the Missiles didn't spawn by the Air Dummy

Several callable Weapon Barrages Artillery, Missile, Beam and so on:
Fixes an bug in Loud, which makes them able to fly around the Target like an Gunship.
Since the majority of those callable Features are stationary (except the Movable Beams).
They should keep thier Position where they have been called in all Game Versions.
That is now the Case.

Point Generation Mechanic:
- The Point Generation for both Managers will now be stopped if the Game is paused.

Compatibility:
- Fixes an Compatibility Issue with the AI-Uveso Mod, which broke the Economy Panel previously (FAF only)
- Add Support for Commander Survival Kit Tutorials
- Add Support for Commander Survival Kit Timeos

Quality of Life:
- Reduce the Size of the Mod from 710 MB to 338 MB
- Fully removes the unneeded Workplace Folder
- Fully removes the previously included Tutorial Videos

Rework:

Fire Support Manager – Special Section
- The Aeon, Cybrans and Seraphim have now get an new reworked Special Section.
  It includes several new callable Features such as Orbital Bombardments, Anomalies and more.
  See the Chapter „New callble Features" for Details
New callable Features for the Fire Support Manager:

Special Section

UEF:

- Add the Advanced Prototype Drill Missile Barrage, which creates an Vulcano

Aeon:

- Add the callable Regeneration Cloud, which hides and repairs ally Units.
- Add the callable Stun Anomaly, which stuns enemy Units for a while.
- Add an callable Orbital Bombardment, which Damage enemy Units with an large Impact Radius
- Add the callable Anomaly of Retaliation, which reclaims enemy Units automatically.
- Add the callable Anomaly of Enlightment, which stuns and captures enemy Units to serve the Army of the Player
- Add an callable Large Asteroid

Cybran:

- Add an callable Smoke Screen, which hides ally Units
- Add an callable Ion Particle Cloud, whichb stuns enemy Units
- Add callable Microwave Laser Pods which create an Forcefield to Damage Units
- Add an callable Orbital Bombardment, which Stuns and Damage enemy Units with two different Projectiles.
- Add callable Hack Pods which create an Forcefield to capture enemy Units.
- Increase the Size and Effect Radius of the callable Nanite Cloud

Seraphim:
- Add an callable Regeneration Anomaly
- Add an callable Support Orbital Bombardment, which Stuns enemy Units with an growing Energy Anomaly
- Add an callable Orbital Bombardment, which Damage enemy Units with an large Impact Radius
- Add the callable Anomaly of Enlightment, which stuns and captures enemy Units to serve the Army of the Player
- Reworks the Code of the Dimensional Interference Weapon a bit and add a new Effect.
- Add an callable Large Asteroid

Missile Section:

Seraphim:
- Add the Experimental Strategic Missile as an new callable Missile Barrage

Other Additions:
- Add an new 3D Shockwave Mechanic to these following callable Features:
  All callable Orbital Bombardments and the callable Dimensional Interference of the Seraphim

Changes:
- The Helpcenter for both Managers is now an external Addon
  It will be enabled if the Player activates the Submod: Commander Survival Kit Tutorials
  This Submod now includes the Tutorial Videos for the Helpcenter.

Version 2.0.1 (Hotfix):

Support Panel Tooltips:

- Change Command Point Storage to Reinforcement Point Storage
- Change Command Point Income to Reinforcement Point Income