The BattleField
Addendum
10/29/91

There have been a few changes in BattleField since 3.29. Among these are innumerable bug fixes, additions to the command list, and System 7.0 compatability.

Bug Fixes

Well, there have been so many bug fixes along the line that I couldn't remember all of them if I was require to. Let me outline those that I've fixed in 3.60.

- The message base never quite worked up to this point. It has been fixed, and is now working.
- The command list (and these docs) have been updated to reflect new commands and functions.
- The double-spaced local echo found when displaying text files has been fixed.
- BattleField 3.60 is fully compatible with System 7.0.

New Commands

There are two new commands in 3.60. A user may:

Station men in a sector
Destroy a castle that (s)he owns.

The commands and related information are included in the command list.

Menu Changes

I want to thank Maria Langer for her innovative menus. The entire menu system has changed -- give it a try. It's a little more 'sane'.

Some of the menu system files have been renamed. Please replace what you've got with the following:

Alliances Menu
Castle Menu
Outdoor Menu
Utilities Menu
Village Menu