

GENERAL ISSUES

- 1 Fixed the "Place Structure Anywhere" Paratroopers issue.
- 2 Fixed an issue with the ConYard. When it was destroyed and you got a new ConYard, your build options did not refresh unless you clicked on the Build Tab to force the refresh.
- 3 You can now press the # key assigned to a created team a second time and it will center the screen around that team. For example, press 1 to select team 1. Pressing 1 a second time will center the screen on that team.
- 4 Occupying Tech Buildings will now uncover the Shroud at that location.
- 5 If all of your buildings are destroyed, but you have an undeployed conyard (MCV), and are playing in "Short Game", the game will no longer end.

SINGLE PLAYER CAMPAIGN ISSUES

- 1 Modified Auto Save to save EACH mission, rather than saving over the same file every time. The net result is that you will now have several auto-saves (one for each mission.)
- 2 The game timer during the Single Player Campaign will now pause while you are in the Menu or Pause Screens.

MULTIPLAYER GAME ISSUES

- 1 You now have the option of turning off Asian and/or Non-asian chat.
- 2 Fixed the Ping Indicators in the Westwood Online lobbies.
- 3 Moved the Clan Abbreviations in the Custom Match player Lobby a bit to the left so ranks of 100+ would not get abbreviated.
- 4 Changed the names of the bunkers in Westwood Online to reflect the gamer's country of origin. This may help separate the various languages in the lobbies.