

NOTE: WarBirds version 1.10 is the last version which guarantees 68K Mac support. Future releases may or may not include a 68K version.

- 1- Pieces falling off planes will remain visible. This feature can be toggled with "alt n".
- 2- Collisions are once again disabled for aircraft on the ground.
- 3- Third-party connection tools are no longer needed. WarBirds will now support Open Trransport, MacTCP, and Serial (UNIX shell) connections internally.
- 4- The new F4U Corsair cockpit art is available. The old F4U art is no longer functional.
- 5- The newer P-51 art is now mandatory. The old (1.08) P-51 art will no longer function.
- 6- The Hellcat's flaps now produce an appropriate amount of drag in the down position.
- 7- The Bf109F climb performance bug has been squashed.
- 8- Aircraft additions for 1.10:
 - Nakajima Ki-84 added (Artwork is available)
 - Bf109K-4 joins the F-4 and G-6 variants (no new artwork)
 - P-38L Lightning variant added (no new artwork)
 - P-38J-25LO replaced by P-38J-15LO (no new artwork)
 - Fw190A-8 and D-9 join the A-4 (no new artwork)
 - B-25J added (new art IS necessary to use bombsight)

- 1- The radios have been changed. See the radio section of the "readme.txt" or the radio topic of Warbirds Help for full details. Of particular interest is the fact that your radio tunings will be remembered by the host between sessions.
- 2- New ordnance commands have been implemented. Each plane will have a choice of several historically based loadouts. Full details of the new ordnance commands can be found in the "readme.txt" or WarBirds Help files.
- 3- Some changes have been made to the flight model. Look for different post stall and spin behavior, and a somewhat different feel to the controls. Stalls should be much more progressive now, it should be easier to "feel" the onset of a stall and prevent a spin.
- 4- A new ground handling model has been put in place. Take off and landing is somewhat trickier than before... so get some offline practice in.
- 5- Any part of an aircraft in flight that contacts the ground will now suffer the damage. No more dragging wingtips or high speed ditches... try it offline and watch what happens...
- 6- There will be three different types of smoke to indicate different kinds of damage... Black smoke indicates a dead engine, gray smoke

indicates an engine oil leak, and white smoke indicates a fuel tank rupture.

7- The terrain has been simplified a bit and the graphics code has been massaged to improve framerate.

8- There is now only one carrier group operating in the arena. It will start out neutral (gunners will fire at anyone) and can be captured.

Note: Capturing the task force is no longer a victory condition...

The country that owns the fleet can still lose the war if it loses all of its land bases.

9- WarBirds 1.09 now supports multiple terrains. This means you will not need to download a new FE for scenario use... only a terrain file. This also allows us to put different terrains in place in the different arenas.

10- Ground objects (acks, buldings, ships, etc.) can now be destroyed by strafing... Practice offline is advised, but be aware that ground objects are very "weak" offline... you'll have a much harder time in the arena.

11- There are now target drones orbiting each field. You'll be able

to hone your deflection shooting skills offline.

- 12- Convergence settings now take trajectory into account... Low velocity weapons (some cannon) will be aimed slightly high so all rounds will meet at the convergence point.

- 13- Gun recoil is now modeled.

- 14- The ".fuel" command is now functional offline as well as online.

- 15- The host will now remember the last ordnance, fuel, and convergence settings that you used for each plane you fly.

- 16- To capture a field, it is now necessary to destroy every building, the radio mast, and all the acks. Main fields now have six acks, forward fields four.

Note: a hangar is considered destroyed for field capture if the roof is blown off... the sidewalls do not have to be destroyed.

- 17- New planes for 1.09:

B25H Mitchell medium bomber

Messerschmitt Bf109F4 "Franz"

Messerschmitt Bf109G6 (replaces the G2)

See "readme.txt" or Warbirds Help for the details and armament.

18- The F6F5 Hellcat is now the default plane.

19- Some art files have been modified. All of your existing art from versions 1.07 and 1.08 will work, but the following files have been modified:

B17 (640 and 1024): Fixed the airspeed indicator in the fwd/right view, and added eight more bomb indicators to the bombardier panel (20 hundred pounders is now a loadout option in the 17.)

Zeke (640): A stray pixel was removed from the fwd/up view.

P38 (640 and 1024): Engine rpm indicator needles colors were swapped.

20- A frame rate counter has been implemented... "alt-p" toggles a digital counter in the upper left corner of the screen.

21- Killshooter now applies to ordnance as well as bullets. If you rocket or bomb a friendly, you'll take the damage yourself.

- 22- Manual rudder trim eluded the help files again... for anyone who doesn't already know, the keys are: "j" and "l"

- 23- The "alt e" function (instant quit) has been moved to "alt F4". No more accidental quits when trying to switch view range.

- 24- Auto gunners in bombers are now controlled by the "t" key instead of the trigger. No need to hold the key down, a single press toggles between free to fire and weapons safe.

WarBirds 1.08 Changes/Additions

- 1- View switching should be somewhat faster than previous versions.

- 2- A minor bug in the motion interpolation was squashed.

- 3- The "default.scp" script for serial dialups should now work properly.

- 4- Minor change to the Spit 9 artwork... a stray pixel was removed, and the autopilot indicator light was moved slightly.

- 5- Tower art has been added.

6- Manual rudder trim has been added... the default keys are "j" and "l"