

PANZER ELITE

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What's New?

- **Wings Simulations has jobs available.** Further details can be found [HERE](#).
- **Scenario Editor** tutorial by a fellow tanker: www.nav.to/mcdrumpe
- **Having trouble reversing?** Use backspace to stop, then down arrow to reverse
- [tech support section](#) with common known issues, tips and [installation checker](#)
- Having trouble with gunnery and optics? [Panzer Elite gunnery article on SimHQ!](#)

Patch1.08 Beta Test

A test version of Patch 1.08 is online. Please read the following to understand what the test is all about:

This test is to preview potential difficulties with patch108. Not all issues has been adressed, but a complete list can be found [HERE](#). Please READ this list, thanx!

As this is a preliminary test it is possible that you need to reinstall Panzer Elite. Note that this patch requires Version 1.07 to work.

To post bugs DO NOT EMAIL ME. Post those into the newly opened [Patch108 Bug Forum](#).

Visit our [download](#) section to download the test patch.

This patch wouldnt have been possible without the effort of the Llenort Brothers. Thanx to you guys!

NEW Forums open!

We opened new forums today. We are sorry for the problems caused but it was beyond our control. You need to reregister to post in this forum, but its a lot more powerful than the old one. You might need to hit refresh on your browser to make the message board link active. Alternatively you can find the [forum here](#).

If you have problems using the new forum or suggestions, please [email](#) us!

Warning: DirectX8 installation not recomended (yet)

We do not recomend installing DirectX 8 at this time for Panzer Elite.

Please wait until they release their first service pack for it and drivers for your card. Many games report problems with Directx8 although MS promised that they havent changed the DirectX7 interface in DirectX8 (they did...)

Spanish Translation / traducción al español for Panzer Elite

A Fan's spanish translation for PE is available. You can get the spanish version at www.geocities.com/asmode0

He hecho la traducción al español de Panzer Elite. Un 99% del juego está traducido. Podeís conseguir la versión española en www.geocities.com/asmode0

TankSim.com posts Strategy Articles

TankSim.com posted the final part of their Strategy Articles for Panzer Elite. You can find

- Part 1: [here](#).
- Part 2: [here](#).
- Part 3: [here](#).

[Link to old news](#)



Feature Overview

Introduction

Panzer Elite follows the initial skirmishes between the German and American forces through North Africa, Sicily, Italy and Normandy.

As a Platoon Commander, your primary interest is on your own and crew's battle performance. You must fulfil your mission objectives while preserving yourself and crew. You must also strategically limit the exposure of your wingmen. Survival of the war is your primary objective. During all these battles, you will receive news updates on events happening on other fronts to allow you to relate to events happening elsewhere.

System Requirements

Panzer Elite runs on Windows 95 and Windows 98 using DirectX technology. The minimum system requirements are:

With 3D Card: Pentium 233MMX, 64MB

Without 3D Card: Pentium-2, 233 Mhz, 32MB

The game supports all 3d cards using Direct3D and customized settings for many existing videocards. *Note: system requirements can change until project reaches alpha*

Locations

North Africa

After the allied landing in North Africa (Operation Torch) at the end of 1942, the Germans were threatened on two fronts. With resources already scarce and over-stretched, the Germans retreated to Tunisia. Playing for the American side, the player is confronted with pitting inferior technology against the German forces. Participating for the Germans entails strategic management of limited resources while preparing to retreat to Tunisia.

Sicily

Having survived the latter part of the Desert War, the German player is again on the retreat after the landing of further American forces.

The mountain terrain proves a different challenge to the tank platoons compared to the endless regions of the desert.

Italy

After the landing of the Americans in Italy, the German side finds itself on large defensive battles. Meanwhile the American player will receive full support for the first time. Large city battles also provide an additional

challenge to both sides.

Normandy

Using the latest technology on either side, the player finds himself in the midst of The Battle of Normandy.

The initial landing of Operation Cobra commences with intense artillery barrages. At The Falaise Gap, large contingents of German forces are encircled as the player is confronted with the difficult and dense terrain.

Game Modes

The player has the option among various game modes:

Instant Action

The player is placed in a landscape and will be confronted with an unlimited numbers of enemies. The time of his survival will be his score.

Single Scenario

All campaign scenarios can be played individually in this mode.

Campaign

Default mode of the game. The player has to succeed in single scenarios to gain access to the next. Over time his experience will enhance his crews and new technology becomes available.

Three different campaign length cover the three war-theatres available in the game

Scenario Content

Mission Goals

The player has various tasks to fulfil in order to complete a scenario. Those tasks are not necessarily bound to historic missions but can be supportive or peripheral in nature.

- Primary goals are mandatory for mission success
- Secondary goals will improve the chance of being awarded medals
- Bonus goals add to the skill advancement of the player's crew.
- Hidden goals aid replay value for more intensive simulation players.

Example: Missions

Some example missions for better understanding of the variance of missions possible:

- Seize a village and hold it for 20 minutes until reinforcements arrive
- Destroy all artillery units you find
- Protect the convoy and make sure it arrives at a given place
- Support a platoon in first attack on a village and take the bridge north of it

Any of those listed can be either primary, secondary, bonus or hidden goals.

Landscape

The landscape simulated in the game is highly detailed and covers terrain from North Africa, Sicily, Italy and Normandy. Details include bushes, individual trees, houses, ruins, fences and walls.

The terrain features are not just for decoration and serve a real function. Trees can be run over and buildings or walls collapse. Trees hinder visibility differently to houses. Shells exploding leave craters behind (driving becomes more difficult), whereas smoke and dust lessen visibility.

The scale of the landscape goes down to 2.50 meters per polygon. A medium-sized scenario consists of 4 million polygons and represents an area of 5 kilometers squared. With the ground detail and vehicles added, a scenario can amount to over 8 million polygons.

Vehicles

The player starts with the basic technology tanks from late 1942 and through experience and success during the course of the game more and more tanks are made available to the player. Modifications become available over time to fine-tune or modify the characteristics of the tanks. This includes additional armor, special ammunition, wet tanks to protect crew from ammo explosions, etc...

German Player Tanks (12, in order of appearance)

- Panzer III H (wing man only)
- Panzer III J (wing man only)
- Panzer III N (wing man only)
- Panzer IV E
- Panzer IV F2
- Panzer IV H
- Panzer IV J
- Panther D
- Panther A
- Panther G
- Tiger I E
- Tiger I E(late version)

American Player Tanks (11, In order of appearance)

- M5A1 (wing man only)
- M10GMC (wing man only)
- M4
- M4A1
- M4A3 Mid
- M4A3(75)W
- M4A2 Late
- M4A1(76)W
- M4A2(76)W
- M4A3(76)W
- Jumbo

Additional German AI Controlled Units (39)

Panzer II F	Tiger Ausf. B	StuG IIIG(L)	StuH 42G	StuPz IV	Marder III H
Hornisse	Hetzer	JgdPz IV	JagdPanther	SPW 250/1	Elefant
SPW 250/sMG	SPW 250/8	SPW 250/9	SPW 250/10	SPW 251/MG	SPW 251/1
SPW 251/9	SPW 251/10	PSW 222	PSW 232	PSW 233	
PSW 234/1	PSW 234/2	PSW 234/4	FlakPz IV	SdKfz 7/1	
Opel Blitz	Kuebelwagen	SdKfz 7	Infantry	MG-Team	AT-Team
Mortar	Hvy-Mortar	Pak 37	Pak 38	Pak 40	88 Pak 43

Additional American AI Controlled Units (22)

Priest	Scott	Jeep	M3
M3A1	M3 MMG	M3 HMG	M3A1 GMC
M16 MGMC	M3 Scout Car	M20 Scout	M8 Arm. Car
6 Ton 6x6	AT-Gun 37mm	AT-Gun 57mm	AT-Gun 3in
Infantry	Parachutists	MG-Team	Bazooka Team
BAR Team	Mortar Team		

84 units in total.



Developer Journal

Articles

- [Tanks Internal Damage Modell](#)
- Historical Document: [German Tank Doctrine](#)
- Information on [in-game tank modells](#)
- Article about the german [Zeiss optics](#) in tanks and their usage
- Description how we [edit landscapes](#) for the game
- Information about [3D acceleration](#) and Panzer Elite
- [Developers FAQ](#) posted
- [Bibliography](#) posted
- Tiger Modifications (removed)

Next articles:

- Panzer Elite's AI
- Panzer Elite's physics
- Panzer Elite's ballistics
- Panzer Elite's Campaign System



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Registered Members: 384

Forum	Topics	Posts	Last Post	Moderator
English				
General Discussion (english) General discussion about Panzer Elite, tank history or WWII in general.	326	1318	March 08, 2001 01:59 AM	
Technical Support (english) Technical support forum for Panzer Elite	51	221	March 06, 2001 11:54 AM	
Multiplayer Multiplayer forum for Panzer Elite, multilanguage	46	142	March 08, 2001 12:56 AM	
Tools & Mods Forum for the tools and editors for Panzer Elite. Deutsch and English language supported.	42	175	March 07, 2001 02:59 PM	
Patch 1.08 Beta Test Panzer Elite Patch Test forum. For bugs and comments on Patches only	96	295	March 07, 2001 10:11 AM	
Deutsch				
Allgemeines Forum (Deutsch) Deutsches, allgemeines Forum für das Computerspiel Panzer Elite	170	532	March 07, 2001 01:47 PM	
Technischer Support (Deutsch) Technischer Support für Panzer Elite	7	25	March 06, 2001 01:22 PM	

Archives are read-only topics that were previously posted to our forums.

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General Discussion (english)

(moderated by)

New Topics: All registered users may post new topics in this forum.

Replies: All registered users may post replies in this forum.


	Topic	Topic Starter	Replies	Last Post
 	PanzerElite vs. PanzerCommander	vils	4	March 08, 2001 01:59 AM
 	Infantry and bridges more detail needed.	danscan	0	March 08, 2001 12:27 AM
 	NEW NEW NEW Britpack44 scenarios SP and MP	Waycool	2	March 07, 2001 09:37 PM
 	My copy of PE is still for sale	Victor Semensi	2	March 07, 2001 06:49 PM
 	NATIONS 2 Goes Online (Jo Wood)	Brian R	0	March 07, 2001 02:19 PM
 	places to download homemade scenarios?	Goldfinger	5	March 07, 2001 08:48 AM
 	JS Stalin 4	101.Peiper	23	March 07, 2001 08:12 AM
 	If anyone interested, throw me a line Virtual Eastern Front includes ground war*	Murdock4thAD	0	March 06, 2001 07:41 PM
 	how to get the ost front MOD??	marek	4	March 06, 2001 07:13 PM
 	Calling 3RTR and other European players!	Heinz 25th PzRgt	1	March 06, 2001 02:56 PM
 	[OT] PC Release Date List Updated	Brian R	0	March 06, 2001 02:39 PM
 	Help: I want to buy a copy of PE or find the demo!?!?	ntblood	6	March 05, 2001 06:59 PM
 	Has anyone an Idea	Oberst Oswald	0	March 05, 2001 01:27 PM
 	Thanks BoB R.	SS VADER	1	March 05, 2001 10:14 AM
 	Help an old newbe	2B	2	March 05, 2001 10:05 AM

		Write your best Panzer Elite story	Private Roger	7	March 04, 2001 07:23 AM
		Thanks Basil T!!!	scotthess	0	March 04, 2001 04:27 AM
		Yakovlevo translation in german language is there!	Martin Broszinski	0	March 03, 2001 07:02 PM
		Chat on "DerKampfpanzer"	Martin Broszinski	2	March 03, 2001 06:57 PM
		Mods.Novice wants to try them. Need advice!	Quinn Brayton	3	March 03, 2001 06:01 PM
		A virtual front... mixed simulations... IL2 and PE..	Murdock4thAD	2	March 03, 2001 12:53 PM
		Help!! Install Yak!	scotthess	1	March 03, 2001 08:55 AM
		where for online play?	seahawk302	0	March 03, 2001 04:55 AM
		Ostfront Tactics	faustnik	5	March 02, 2001 07:19 PM
		New engine then new PE2	Alfredkalb	10	March 02, 2001 02:34 PM
		OstFront Crashes while Loading	SS VADER	1	March 02, 2001 11:24 AM
		Panzer Elite 2?????	PigIron	22	March 01, 2001 10:34 PM
		JS4's vs. Maus	Bolo	2	March 01, 2001 10:22 PM
		Zip File and "Extract" command	SS VADER	1	March 01, 2001 10:11 PM
		Trouble Loading Ostfront	SS VADER	4	March 01, 2001 05:27 PM
		Any of the Mod Makers take requests?	faustnik	7	March 01, 2001 03:57 PM
		Lets Start the engines.....St Lonitza online.....	Xambrium	0	March 01, 2001 02:01 PM
		RC Tiger kit (for modellers)	Brian R	3	March 01, 2001 11:33 AM
		GameProject.exe	semmern	0	March 01, 2001 10:47 AM
		Normandy goes to Ostfront-Mission online	Xambrium	1	February 28, 2001 11:25 AM
		BMW motorcycle	Mike Quigley	9	February 28, 2001 09:41 AM
		Erik and Lars..? Files?	KrappO	4	February 26, 2001 06:59 AM
		Lenorts PzrPk2 is back...!!	KrappO	0	February 25, 2001 10:14 AM
		New to PE - can't get tank mods	semmern	2	February 25, 2001 05:24 AM
		New Model of Stug3 F;G;H(42) and the Stug4 ready to fight!!!!!!!!!!!!!!	101.Woll	1	February 24, 2001 02:35 PM

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 A Closed thread - no new replies accepted.

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Author | **Topic: PanzerElite vs. PanzerCommander**

vils
Priv.

posted March 07, 2001 07:27 AM

Is P.E. better than P.C. that sucked heavy?

IP: [Logged](#)

semmern
Priv.

posted March 07, 2001 09:07 AM

Can a fish swim??

YES!!!



IP: [Logged](#)

vils
Priv.

posted March 07, 2001 10:33 AM

Good. How ever the game is not too new, so do it hold-on at this date still?

IP: [Logged](#)

Bolo
Priv.

posted March 07, 2001 01:15 PM

I guess the only thing I would think Panzer Commander would be ahead of Panzer Elite , is its F.P.S. (frame rate) during game play when your using a P.C. with mediocre memory.....Otherwise P.E. is way more immersive and continually expanding with all available add ons

IP: [Logged](#)

Daedalus_X
Priv.



posted March 08, 2001 01:59 AM



The tank [3D] models are beautiful in 'Panzer Commander'. Also the desert missions looked very nice [sand looked like sand, not smeared mud] unlike 'Panzer Elite'. But other than the aforementioned eye candy, there wasn't much detail to the scenarios or complexity to the action in 'Panzer Commander'. Hopefully Wings will license the 'Quake 3' or 'Unreal Tournament' engines and modify one of them for Panzer Elite 2. I enjoy both titles, because there are just so few WWII tank simulations available today.

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Quotes

After spending a couple days with the latest alpha of Panzer Elite this game in development shows great potential. With realistic and attractive graphics, dramatic physics modeling, and flexible gameplay options, this simulation is well on its way to creating and setting the standard for WW2 armor fans.

([CombatSim.com](#))

Psygnosis was next on our plate. We had the chance to talk to probably the coolest guy at the show, Wings Simulations Teut Weidemann. Teut took the time to take us through the paces of Panzer Elite, the premier tank sim coming out later this year

([Wargamer.com](#))

As a reviewer, editor, and sim enthusiast, I don't usually care for breathless endorsements of sims. That being said, I now want to go against everything I believe in and make a blanket statement right up front:

Panzer Elite could become the best tank simulation ever. Really.

(John "Spoons" Sponauer in the [SimHQ.com](#) preview)

Now, that I've written the piece, I must say I haven't not been so impressed with a game in years. PE is fantastic!! I'd be playing it all the time if I didn't have to review ***** , a nice game but tame compared to PE.

(Jim Cobb, author of [Computer Gaming World](#) preview)

The tank simulation, which (Teut and) his team developed within two years makes current competition look pale.

(Harald Wagner, [PC Games \[Germany\]](#))

Woow those forrests look really amazing...it feels good...hell one time. I even stopped to enjoy the scenery around, the trees the grass...I could almost smell the air as well :)

(Peter Fisla)

It's funny, because both Rod White (from PCME.COM) and I met at another event and are still talking about the game (Panzer Elite)...

(Marc Dulz)

Ok.. I'm calming down now ;-).. time to come up with some better ideas I guess. But hell running through the houses is a LOT of fun hehehe.. Especially the ones marked "Vive la France".

(Fionn Kelly)

Looking forward to Panzer Elite very much.

I downloaded the screenshot named 'Screen1.jpg' from Gamezone.com, converted it to a .bmp and now use it as my opening Windows screen. It's that good!

Really, the tank models (and infantry as well) do look excellent. Whoever built them is very talented. Have high hopes for this game/sim. Go, go, go!

(Rick McCammon)

I seem to recall seeing turret machine guns on some WWII tanks. Will that be part of the game i.e., can commander or loader take on infantry with turret machine gun while unbuttoned? BTW, been following board since it started - what a wonderful concept!! Speaks volumes of your concepts regarding honesty and customer relations.

(Gandalf)

Keep up the good work and extremely good customer-company relationship!

(Blackhound)

The game gives you a previous unexperienced feeling of "being-there". The superb graphics are closer to reality than anything I've ever seen on a PC. An incoming artillery strike let's me always automatically look for cover under my desk. And NOT losing a wingman in a mission is an extremely satisfying experience, cause coming back with your platoon intact is no easy task. (The AI gives you a real challenge, especially when not riding a Tiger, but rather a platoon of 4 PzIVH)

(Holger Netthoevel)



Wings Simulations GmbH

Wings Simulations was founded in 1996 by two industry veterans: Heiko Schröder and Teut Weidemann. Both were active in various parts of the industry since 1987 and decided to develop games for international publishers.

Wings currently consists of 10 employees and 7 contractors. To see some [screenshots](#) of **old classics** we worked on scroll to the very bottom of the page. The lead people of Wings are:

Heiko Schröder

Heiko started earning money by programming at the early age of 16. His first game was published in 1987, but his first real hit was in 1989 with X-Out, which sold in excess of 120,000 copies in Europe. Due to his continual involvement with all aspects of the industry, Heiko was able to expand his multiple talents to cover games, multimedia, machine interfaces and hardware programming.

Besides motorcycling, Heiko's hobbies include flying airplanes. His dream is to (finally..) program a flight simulator (a dream obviously reflected in the name of this company).

Teut Weidemann

Teut was one of the first people in Germany to actually hold a job as a game designer/producer. In 1987, he became development director of Softgold and Rainbow Arts, which at that time was the largest developer/publisher in Germany.

During his 3-1/2 years with Softgold and Rainbow Arts, he oversaw more than 32 released titles. Some of them were his designs as well. Most titles ran on the Amiga, and you may remember some of them: Katakis, Denaris, X-Out, R-Type (conversion), Spherical, M.U.D.S., and Conqueror. The latter was his first 3d tank game (programmed and designed by Jonathan Griffiths). Nearly 10 years later he returned to the theme and designed Panzer Elite, which is being published by Psygnosis.

You can meet Teut as "Skeeve[MiM]" on Chesapeake in Ultima Online (the only game he still plays).

Markus Oberrauter

Having taught himself programming, Markus created his first game, Strike Base (a 3D Voxel based action game), all by himself. He was discovered over CompuServe by Wings. Since then he has become well known as one of the best Direct3D programmers in Germany (having created many benchmarks for magazines). He is responsible for the scenario editor, the 3Dfx and Direct3D Version, and the AI of Panzer Elite. You'll be able to read about how difficult but finally rewarding the AI work was in an upcoming article in the "Developer Journal".

Markus' hobbies are his car and lately his girlfriend.

Eric Cochonneau

Having a fascination for French artists, Teut hired Eric as soon as he saw his first work. "French artists don't create graphics for a game, they create art" is Teut's favorite quote as to why French artists always seem to be better than their counterparts.

Eric studied art in France and worked in all parts of the world until his girlfriend locked him down in Germany.

Eric is lead artist of Panzer Elite and has created all aspects of the art guidelines of the game.

His hobbies are skateboarding, computer graphics, music composing and mixing. You can learn more about him at his "[Celteric Pixel Realm](#)" web site.

Matthias Siedlaczek

As the lead scenario designer and researcher "Sidi" is responsible for all landscape data and scenario content decisions, and the guidelines for scenario design. He also created the unit database and our first Tiger plastic model with a full interior. After getting red eyes from the heightmap creation he is now lost in playing with our AI for the scenario design.

Matthias was recently (finally) married, and he hopes he'll still have time to actually play Panzer Elite even when his wife demands some time, too.

Celal Kandemiroglu

Celal is originally from Turkey and has been busy in the German gaming industry for years. He has created most of the covers of "old" games coming from Germany and has created enough pictures on his own that he can pull out one for any theme.

Having started at a young age as a comic illustrator, he has also created covers for LP's, Videos, CD's and many computer magazines. Celal recently gave up his freelance work to join Wings full time. He now puts his full effort into creating cockpits of the player tanks.

Since Celal has too many hobbies to mention (all of which involve creating artwork), we refer the reader to our screenshots.

Christian Rogge

Christian joined Wings in August of last year. He's working on the front end, the campaign system, and the campaign menu/animation system.

Christian is our C++ freak. He can't understand anybody who still codes in C or who doesn't consider using C++ for everything. He is also a true games freak. His vacation request reads: "Whenever Zelda64 comes out".

Christian spends most of his time playing games (when he isn't busy violating speed limits on his bike in Hattingen).

Classics team members of Wings worked on:



Katakis was the first title I produced for Rainbow Arts. It was developed by Factor 5, a team which later founded their own company and are now developing console titles. Their recent game has been Rogue Squadron for Lucas Arts on PC and N64. See their [webpage here](#).



Another screenshot of Katakis. The game was constantly in 50 frames/sec, which was quite rare at that time. The game was released 1988 on the Amiga and C64. The original C64 Version was developed by Manfred Trenz, who developed Turrigan I as well. The title was converted to the Amiga by Factor 5, who continued the series to Turrigan II on Amiga and several consoles.



Katakis was so good that Activision was impressed and let us convert their license of R-Type on the Amiga and C64. Again this was Factor 5's work with me being the Producer. Just to compare development times: The Amiga version took 3 month to master...



(C)1993 Rainbow Arts
Rainbow Arts

The biggest title I designed with an internal team was MUDS, or Mean Ugly Dirty Sports. It was a kind of soccer manager with a brutal sports being a mixture of basketball and american football.



In the credits screen you actually see portraits of us disguised as players. See, that's Teut in the middle, with beard and all. That was back in 1990. The guy holding our selling price (team players were considered slaves) was our managing director. He didn't think it was funny playing a slave trader...



The main screen with the city overview. Here you could manage your team or beat up the opponents team before the game in the tavern. you could even bribe the referee to look away when you committed a foul.



Here you see the playing field. The game featured smooth scrolling. Nothing special today, but by that time, on EGA it was a revolution!

Notice the referee which was a critter with a build in wistle. Besides bribing him you could make fouls behind his back and he wouldnt notice.

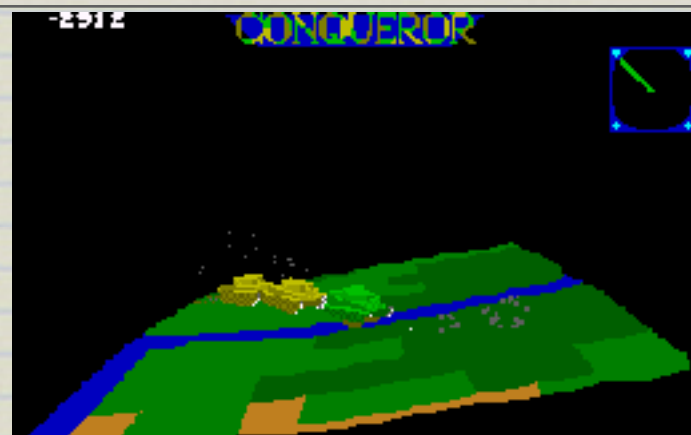


Back in 1989 I was approached by our current agent with a tank game of her client. We published the title **Conqueror** which was programmed by **Jonathan Griffith** all alone. The conversions were done by **Chris Sawyer**, creator of the very successful RollerCoaster Tycoon.

We see this as the grandfather of our own Panzer Elite.



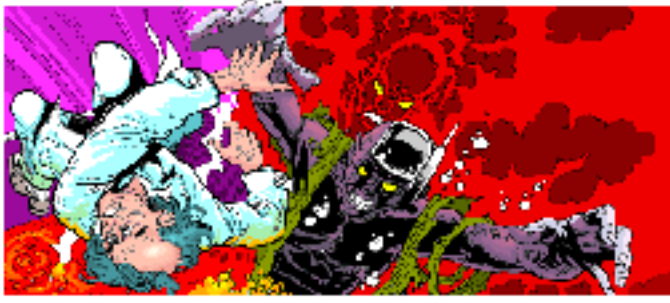
The title featured 4 different tanks to control but was an action game. Nevertheless the terrain had nice features and trees and houses could be used as cover. Remember 3D was rare 1989 and 3D accelerators were something out of SF novels.



The game featured the engine of "Virus", a game from David Braben, author of Elite. The engine was a fixed perspective 3D engine which was very fast by that time. Today some real time strategy games use this method to display 3D graphics as well.



The game was released on Amiga, Atari ST and PC. The PC had support for Hercules, CGA, EGA and 16 color VGA. Remember those times?

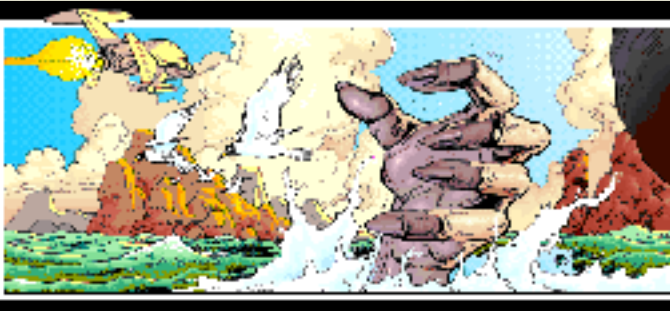


"**Cleanman**" was a title developed for 3M for advertising purposes. It was included with VHS cleaning tapes and could be ordered for a small fee at 3M as well.



Cleanman was a classic adventure with an easy mouse interface and using the Superman license for its main character. The technology behind this game was incredible: by the year it was released it was one of the first High-Res adventure games, and it was on ONE high density disk only!

The reason we did this was the duplication costs: the game was put on front of magazines. (click on graphics to enlarge)



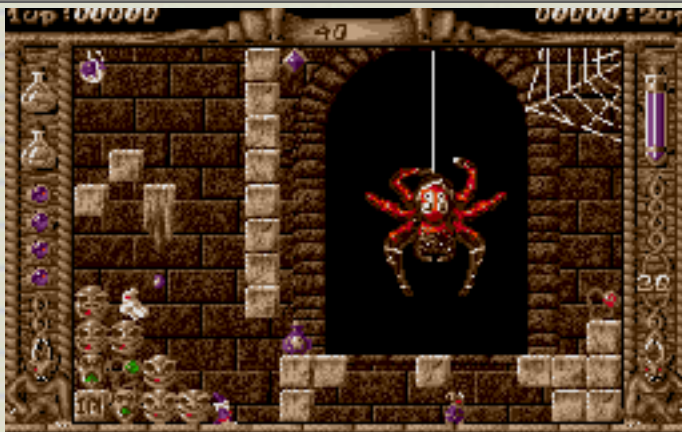
The Art was done by Celal who's first career was comic artist. As you see in our credits he is still working for us on Panzer Elite.



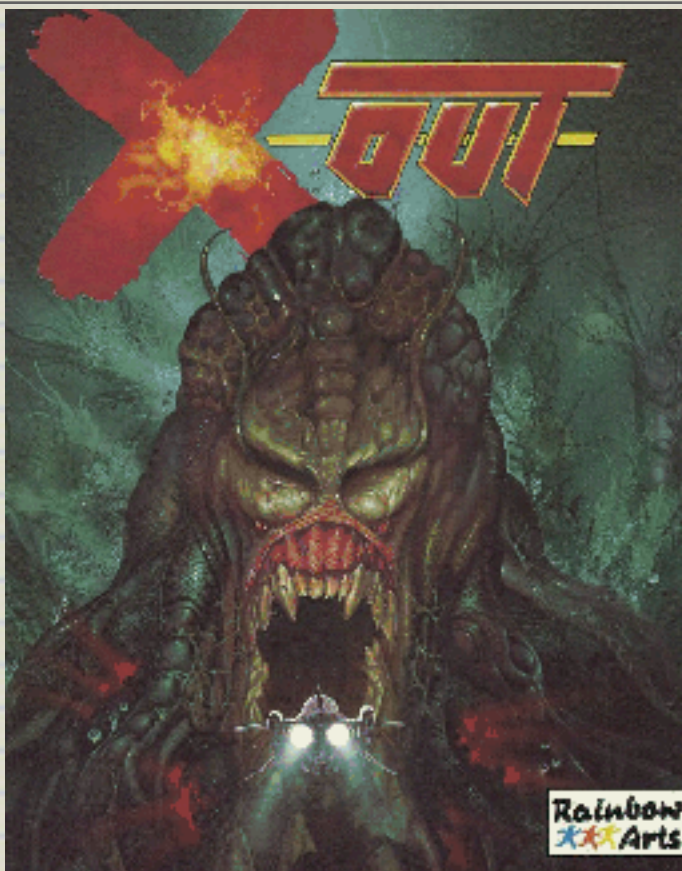
Sphercial was a puzzle game released 1989 on Amiga, Atari ST and PC. The goal was to remove or create blocks of stone which a ball would use to reach a door. Simple as that but quite addictive.



Here you see an ingame screenshot. The ball is the purple thing on the upper left, the small wizard in the middle is you.



The game also featured "end bosses", ie. critters you had to destroy with that ball every 10 levels or so.



X-Out was a sidescrolling shooter. This genre was quite popular back then. This game was released on Atari ST, Amiga, Spectrum, Amstrad and C64! It was one of the biggest hits coming out of germany at that time selling over 120,000 copies.



The innovative feature was the point system: instead just adding score when shooting enemies you could spend your score on buying weaponry or new space ships. The weaponry was configurable so you could add a laser to the back of your ship if you like.

Perfect players sold all but one ship and finished the game with a higher score than a normal player buying a dreadnought.



Of course end of level bosses made the progress harder. Celal's art fully showed the Amigas potential to display 32 colors at once. Compared to the 16 fixed (ugly) colors of EGA PC's at that time....

more to come (The Kellogs Game, Strike Base and more...)









Technical Support (english)

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	Topic	Topic Starter	Replies	Last Post
 	Can see menus, but can't get into 3D	steviek	2	March 06, 2001 11:54 AM
 	Crossover problems	jmorandy	1	March 04, 2001 05:08 PM
 	Help With Save Files	Daedalus_X	2	March 04, 2001 02:18 PM
 	Panzer Elite Locks up	Rodger Bilko	9	February 26, 2001 09:26 PM
 	Best Video Card	faustnik	13	February 26, 2001 03:20 PM
 	I need instructions on how to navigate tank.....too complicated	Heinz Guderian	10	February 24, 2001 02:31 AM
 	Use of PE on home network	IvanTT	7	February 21, 2001 06:55 AM
 	Hosting problem + Problem with allied gunsights	NimRud	0	February 18, 2001 08:17 PM
 	backspace -> no breaks	LordVader	2	February 16, 2001 02:53 PM
 	PE Mods	tonyz	0	February 16, 2001 10:54 AM
 	Cant get PE to run	pmills	3	February 12, 2001 12:07 PM
 	Losing cursor	pferraro	4	February 07, 2001 01:54 PM
 	How do I switch tanks?	Joseph P	1	February 07, 2001 12:27 PM
 	Gamepad?	pferraro	0	February 04, 2001 09:47 PM
 	I need help (who would have thought?)	Brian R	6	January 27, 2001 12:07 PM
 	Please help!	mark vanes	0	January 27, 2001 08:38 AM
 	Campain game	mark vanes	2	January 27, 2001 08:33 AM
 	Pink line when targeting a unit	mscano	10	January 27, 2001 03:39 AM
 	MP Respawn Spotting	Spyder	1	January 26, 2001 02:08 PM

  Flickering cursors with Voodoo cards	Panzer Meyer	1	January 22, 2001 03:53 PM
  Silly French Types	S Panzer	1	January 22, 2001 07:54 AM
  saving a campaign	John Kelly	0	January 22, 2001 07:36 AM

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




































Multiplayer

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 	DX8a and Multiplayer in Kali Mar 6th	KrappO	3	March 08, 2001 12:56 AM
 	multiplayer: can't find host	Fierman	6	March 04, 2001 06:22 PM
 	where for online play?	seahawk302	1	March 04, 2001 03:40 PM
 	So what is the online standard, or is there one	Murdock4thAD	1	March 04, 2001 03:22 PM
 	Aaaachtung!, versteht mich wer???	Unterfeldwebel Tom	1	March 03, 2001 12:58 PM
 	Port for MP games.	Angel	0	March 02, 2001 10:52 PM
 	MP Game play	APFSDS-T	1	March 02, 2001 04:15 PM
 	The place where...	Aries65302	0	March 02, 2001 11:41 AM
 	to wet the virtual appetite...	Murdock4thAD	0	March 01, 2001 01:30 AM
 	Brit 44 Pack is UP on PEDG	KrappO	3	February 25, 2001 05:41 PM
 	DX8a and Multiplayer	KrappO	2	February 25, 2001 05:25 PM
 	Lenorts PzrPk2 is back...!!	KrappO	0	February 25, 2001 10:18 AM
 	desperate to online.	Nirakara	3	February 23, 2001 01:23 PM
 	Getting Wingment to Load SpecAP All at Once	Solomo1Cav&1GvTkBde	0	February 19, 2001 05:10 PM
 	12 most common radio messages in MP	Aldo	4	February 18, 2001 02:34 PM
 	Would love to play online,BUT	Mike Quigley	6	February 15, 2001 10:50 PM
 	How to add a Private rank to Kali	Nirakara	2	February 15, 2001 02:20 PM

 	Server 61 is back up	Aldo	0	February 14, 2001 10:30 AM
 	:-O server 61 poofed....	Aries65302	4	February 14, 2001 09:59 AM
 	Pacific players wanted	Panzer Hess	1	February 13, 2001 02:34 PM
 	Lenorts PzrPk2 is out....!! Go get some..(NT)	KrappO	0	February 09, 2001 12:09 AM
 	Kali and DX8... A Stupidly Simple Solution...	Robert Murphy	2	February 03, 2001 12:01 AM
 	Kali 2.2 is out..!	KrappO	1	February 02, 2001 12:15 AM
 	Can´t host !	NimRud	3	January 31, 2001 08:13 PM
 	Any good	Fox2	5	January 25, 2001 01:28 PM
 	Recruitment	Wolfmann	2	January 22, 2001 07:58 AM

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
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Patch 1.08 Beta Test

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	Topic	Topic Starter	Replies	Last Post
 	Silly assault guns	Centauro15	2	March 07, 2001 10:11 AM
 	Adding a wav trigger for rain effects	Bob R	0	March 06, 2001 01:14 PM
 	MP Zoom Sights	Sabot	23	February 28, 2001 04:56 PM
 	360 degree view inside cupola	Bob R	1	February 28, 2001 11:14 AM
 	Beta Bug	von Garv	2	February 23, 2001 08:47 PM
 	Fixing Funny Terrain Features	Barry R. Wilson	2	February 19, 2001 01:57 PM
 	SBLive value and EAX prob with 1.08b	Waycool	4	February 18, 2001 11:22 PM
 	Another possible 1.08 bug	ChiefDan	2	February 16, 2001 08:09 AM
 	Bug(?)	Buzzer	8	February 08, 2001 06:00 PM
 	BRAKING	fbonesteel	2	February 08, 2001 04:43 AM
 	Can't get into the 3D	steviek	2	February 06, 2001 08:10 PM
 	Patch 1.08 has big bug in the rug: Offline game not possible for me with 1.08	Haggart	2	February 06, 2001 12:15 PM
 	Switch for automatic tank switch?	Blake C	3	February 05, 2001 09:21 AM
 	How do I switch Tanks?	Joseph P	2	February 04, 2001 05:14 PM
 	Expanded Particle Table (Teut, Erik, Lars, ..)	Txema	1	February 01, 2001 12:09 PM
 	Must have DX7	Mike Quigley	0	January 31, 2001 09:18 AM
 	Date in Multiplayer (German Version only)	Steiner	0	January 30, 2001 11:42 AM
 	Help for US missions?	Blake C	0	January 30, 2001 11:30 AM

 	Does Replay Work??	BoB	1	January 30, 2001 09:59 AM
 	Changing Germans to Russians	Marfor	1	January 29, 2001 07:40 PM
 	Retaking a lost Position	Barry R. Wilson	1	January 29, 2001 07:03 PM
 	Interior views and tank switching	Aldo	6	January 29, 2001 10:23 AM
 	Can't access realism panel	Waycool	5	January 25, 2001 05:31 AM
 	NA East of Medjez	Python.au	2	January 24, 2001 04:42 AM
 	Time Acceleration and Track Damage	Ace0049	5	January 23, 2001 10:46 PM
 	Doesn't anyone have an answer for this!	Brian R	0	January 23, 2001 08:05 AM

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
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


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Author	Topic: Silly assault guns
--------	---------------------------

Centauro15
Priv.

 posted March 06, 2001 05:30 PM   

Teut et al,

in testing whether the game will handle an Italian M11/39 correctly (ie Bow gun + turret MGs) I just witnessed some very silly behaviour. I tested this out on a stock PE vehicle (JagdPanther) in instant action and got the same thing.

If you command a turretless tank, place your vehicle side-on to the enemy, stop, and tell the gunner to engage targets by himself, the "turret" in the mousetank turns to face the enemy and the forward-facing gun blasts away at them sideways - with the shot leaving the muzzle at a 90 degree angle to the facing of the gun!





I have 1.08beta. Is there a CSV setting that needs to be changed here, is it a bug, or is it that no turretless tanks should be controlled by the player?

Thx for any info

Bob

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Lars Lenort
Priv.

 posted March 07, 2001 08:21 AM   

Hi Bob !

Have you realy 108beta installed ? Please check it ? I think you have 1.07 but not 1.08 installed. In 1.07 this is normal because there was no support for AG tanks ! Check also the TurretTraverse Parameter in your CSV file. AG tanks must have 0/AGXX where XX is the angle for the gun.

have a nice day

Lars

IP: [Logged](#)

Centauro15
Priv.



posted March 07, 2001 10:11 AM



Thanks Lars,

looks like I may have to do a re-install (tho I thought I'd done one from scratch before!) I seem to have had a couple of other problems with my 1.08 already (like, you can't see the AG guns move with their 10-15 left/right permissible ranges).

By the way, do you think it will be possible to model the Italian M11/39 (which has a bow 37mm and MGs in a turret)? If I set the AG turret params to 0/AG15 or whatever then will the turret go round (at the moment I have it set to 30/AGxx: the turret traverses ok but I get the funny gun behaviour that I mentioned)? Do you have any suggestions?

...not that its a killer if I can't model it since the tank was so little used and was such a waste of space given the main body of them had to face A12 Matilda IIs! I may make it AI-only as then it seems to behave ok.

Thx

Bob

PS: I know this should be in the Tools&mods bit, but ... sitting here at work sadly a long way from PE at the moment, I can't think how you'd do this: if I am in the game sitting at a tank's radio-op position (BMG scope), how can I move the turret (the arrow keys move the BMG)? I have modelled the M11/39 MGs as coaxial (MG2) and the 37/40 as MainGun, which is fine except that I can't really use the Coax MG crew position view very effectively... if I could map the coax to MG1 so I could use the radio-op crew position AND use keys to move the turret so this view changes correctly then I'd be rockin'.

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 	gar net mitbekommen !ICH bin Captain !! jippie! kt	25thOdin	1	March 07, 2001 01:47 PM
 	scenarien, an alle und an "Teut"!	25thOdin	1	March 07, 2001 11:45 AM
 	an xam	25thOdin	0	March 07, 2001 10:02 AM
 	Frage: CTRL J	othmar	1	March 06, 2001 10:10 AM
 Kampagnen-Update "Minsk 1944" online.....	Xambrium	1	March 06, 2001 02:56 AM
 	www.Panzerlehr.de	Tiger-Fan	0	March 05, 2001 12:52 PM
 	panzerschlachtmap	25thOdin	3	March 05, 2001 10:28 AM
 	An Martin (derKampfpanzerde)	Sveni1	7	March 05, 2001 08:08 AM
 	"Yakovlevo" Szenario ist übersetzt!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!	Martin Broszinski	1	March 04, 2001 08:57 AM
 	Motoren warmlaufen lassen.... "St Lonitza"..... online	Xambrium	5	March 04, 2001 07:41 AM
 	SteelBeast ??	HotteX	2	March 04, 2001 07:35 AM
 	Chat auf "DerKampfpanzer"	Martin Broszinski	1	March 03, 2001 06:56 AM
 	Neue Panzer	Hauptman	2	March 02, 2001 02:50 PM
 	Ausflug zur Wehrtechnischen Studiensammlung....?	60 Tons of Fun	2	March 02, 2001 01:34 PM
 	Peipers Panzer Pack	Lars Lenort	4	March 01, 2001 11:01 AM
 	JS Stalin 4	101.Peiper	25	March 01, 2001 09:01 AM
 	An alle!!! Dringend!!!! An alle!!! Dringend!!! DirectX8a	Unterfeldwebel Tom	3	February 28, 2001 11:44 PM

 	Durchschlagsleistung der Pgr. in PE	Steiner	20	February 28, 2001 05:15 PM
 	Abgeänderter Normandy-Einsatz -ONLINE- Normandy -"Ostfronttauglich"	Xambrium	2	February 28, 2001 09:35 AM
 	An die BOYZZZZZ AND GIRLZZZZZ	25thOdin	0	February 28, 2001 05:56 AM
 näher sich der Vollendung...	60 Tons of Fun	0	February 27, 2001 03:41 PM
 	BW Reduziert.....	60 Tons of Fun	2	February 27, 2001 03:32 PM
 	MULTIPLAYER????????????????????????????????	Unterfeldwebel Tom	2	February 27, 2001 03:22 PM
 	Fragen zur Ballistik in PE	MudPig	8	February 27, 2001 03:20 PM
 	Ah ja, es lebe Bablefish.....	sven/boni5	4	February 27, 2001 05:42 AM
 	AN ALLE ist der Full Monty v3 zu empfehlen oder nicht K.T	Unterfeldwebel Tom	0	February 27, 2001 05:34 AM
 	An Sven/Boni 5	Unterfeldwebel Tom	1	February 27, 2001 05:33 AM
 	Danke an Teut!! K.T	Unterfeldwebel Tom	0	February 27, 2001 04:45 AM
 	Warum fordert PE mich auf nach Multipl.Inst die CD einzulegen?K.T	Unterfeldwebel Tom	1	February 27, 2001 04:31 AM
 	Tankpool nach Unidata-Wechsel	13.Pz.Rgt.Igel	1	February 27, 2001 01:55 AM
 	russen tanks als gegner?	HotteX	4	February 26, 2001 03:14 AM
 	Hilfe für Laufräder.....	101.Peiper	0	February 25, 2001 10:59 AM
 	Hilfe	Leveler	7	February 25, 2001 09:30 AM
 	Eine schonungslose "Biographie" zur Ostfront	DrBaeke	2	February 24, 2001 10:49 AM
 	Multiple Installation und Lenort´s Seite	Unterfeldwebel Tom	1	February 24, 2001 08:14 AM
 	panzer elite	jan	3	February 24, 2001 06:19 AM
 	The Be(a)st..	60 Tons of Fun	6	February 24, 2001 05:29 AM
 	Panzer Elite - suche gebr. Spiel	opaunke	2	February 24, 2001 04:17 AM
 	für sven/boni5 oder luchs !	- erik -	1	February 23, 2001 06:13 PM
 	Neuer Stug3 F;G ;H(42)und Stug4 vertig zum Kampf!!!!!!!!!!!!!!	101.Woll	1	February 22, 2001 06:30 PM

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25thOdin
Cpt.

posted March 07, 2001 09:59 AM

moin leutz

ist es moeglich, das man eine "Kampagne" auf 1 ner map macht ?
also ich meine das man zb die hill 138 map nimmt die eigentlich
ja nur eine scenario datei hat aber diese datei halt umschreibt
und dann eine neue endung gibt wie hill 1 ,2 ,3 und so
weiter????

dann koennte man doch eigentlich sozusagen die ganze map
ausnuetzen ,oder ?

zb erobere bruecke im norden ,verteidige dorf im sueden usw....
geht das ???? im moechte es probieren aber ich wollt net eher
anfangen bis das net geklaert, ist der arbeit wegen...
gruss odin!

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erik
General

posted March 07, 2001 11:45 AM

hi,

du kannst jede die map's mehrmals benutzen. auch immer die
gleiche, wenn du willst.

wichtig ist die steuerungsdatei.

- erik -

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