

FUEL: REFUELED 2013.1 [R2]

Change-Log

Patch #5 (Unofficial)

Fixes:

- Corrected a spelling mistake on the Garage menu (for one of the custom UI themes).
- Corrected some minor text casing mistakes.
- Corrected the location of a Vista Point in Dead Lady's Lake that wasn't where it was supposed to be.
- Fixed the start, end and check points (#1, #3 & #4) on Offshore Shack "Checkpoint Run".
- Fixed the start point on Offshore Shack "Chopper Chase".
- Fixed the start point on Tsunami Reef "Chopper Chase".
- Fixed the start point on Dry Rigs "Chopper Chase".
- Fixed the start point on The Ashtray "Chopper Chase".
- Fixed the end point on Redrock Bluffs "Chopper Point".
- Fixed the start point on Firemoor Fields "Chopper Point".
- Fixed the end point on The Hanger "Chopper Point".
- Fixed floating wheels for the "Bone Crusher" Truck.
- Fixed a incorrect graphic alignment issue on the garage menu while running the base "Reworked" UI theme.

Changes:

- Patch now supports Русский (Russian).
- Improved flight-path for helicopter in Offshore Shack "Chopper Chase".
- Improved flight-path for helicopter in Tsunami Reef "Chopper Chase".
- Improved flight-path for helicopter in Dry Rigs "Chopper Chase".
- Improved flight-path for helicopter in Big Cauldron's Edge "Chopper Chase".
- Improved flight-path for helicopter in Redrock Bluffs "Chopper Chase".
- Reworked placement of start and end points, plus new flight plan for Stargazers Heights "Chopper Chase".
- Forced start position for player on all Chopper Chase Challenges (Player starts in center grid position, rather than to the side).

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Changes:

- REFUELED vehicle colors no longer enabled by default.
- FUEL Demo support added (English, French, German, Italian, Russian and Spanish).
- Mod now supports Русский (Russian).
- Development tools updated to include support for Vista Point Pack #1.
- Development tools now export Free Ride Extreme events based on specific Vista Points rather than specific storage slots. This means you can have a Free Ride Extreme for every Vista Point in the game activated at once.
- Development tools updated to support French, German, Italian, Spanish and Russian.
- Development tools given GUI makeover and rework.

Additions:

- Added vehicle color palette editor to REFUELED development tools.
- Added Full Screen Map optional UI theme.
- Added "REFUELED 2013.1 – README!" PDF & TXT.
- Added "REFUELED 2013.1 – Optional Mods Preview PDF.
- Added "REFUELED 2013.1 – Change-log" PDF.
- Added REFUELED Opaque HUD (Black or Grey).

Patch #4 (Unofficial)

Fixes:

- Fixed an issue where the Damocles would cost -1 FUEL for some users.
- Fixed missing vehicle prices in some UI themes.
- Fixed DisplayFPS wrongly assigned PosPerso command.
- Fixed a minor text clipping issue on the Clear Black HUD.
- Fixed the start and end points on Offshore Shack "Speed Run".
- Fixed the start and end points on Dry Rigs "Speed Run".
- Fixed the start and end points on Drownington Cove "Speed Run".
- Fixed the start point on The Ashtray "Speed Run".
- Fixed the start and end points on Pinwheels Ridge "Speed Run".
- Fixed the start and end points on Stargazers Heights "Speed Run".
- Fixed the start and end points on Redrock Bluffs "Speed Run".
- Fixed the start and end points on Dead Lady's Lake "Speed Run".
- Fixed the start and end points on Big Cleave "Speed Run".
- Fixed the start and end points on Rainier Peak "Speed Run".

Changes:

- Traffic trucks now spawn in white and grey in addition to the default black.
- Quads can now perform a wheelie in similar fashion to bikes.
- Twin Freaks Bike can now perform a wheelie in similar fashion to other bikes.
- Vehicle parameters now open to optional mods.
- Vehicle colors now open to optional mods.
- Vehicle info now open to optional mods.
- Vehicle unlocks now open to optional mods.
- Added several new UI related text strings.
- Vehicle performance changed from 6 to 36 point system, one parameter capable of calling upon six unique text strings per vehicle in the UI.
- Made the "Trident" and "Damocles" purchasable from earlier zones.
- Renamed "REFUELED V14.5 Menu" theme as "REFUELED Classic Menu".
- Renamed "REFUELED V15.1 Menu" theme as "REFUELED Menu".
- Renamed "REFUELED V15.5 HUD" theme as "REFUELED Clear Black HUD".
- Changed optional mods naming scheme and added patch requirements to description.
- Optimized miss_official.tsc file. Removed all redundant annotations, declarations and blank lines.
- Optimized missChallenge.tsc file. Removed all redundant annotations, declarations and blank lines plus added in player and AI vehicle filter lines for later use.
- Optimized hubinfos.tsc file. Removed all redundant declarations and blank lines.
- Optimized game launch by removing redundant file references.
- FUEL Demo support added (English, French, German, Italian and Spanish) .
- Wider vehicle selection in multiplayer.
- Online session info now displays selectable vehicle types rather than a list of individual vehicle names.

Additions:

- Added Vista Point Pack #1, a pack of 19 new vista points to discover and collect.
- Added optional mods to disable vehicle 'nitro' flame effects and/or enable invulnerability plus drive on water.
- Added optional mods to change the vehicle color palette, including REFUELED, Alternate and Bright themes.
- Added optional mods to enable the Clear Grey HUD in combination with current UI theme optional mods.
- Added optional mod to enable zone numbering.

Patch #3 (Unofficial)

Fixes:

- Fixed a CTD relating to the use of 'Test Vehicles'.
- Fixed 2 helipads that were previously unusable due to being allocated to the wrong zones. They can be found in Offshore Shack and Redrock Bluffs.
- Fixed floating rear wheel on the "Superfly" Buggy.
- Fixed missing skidmarks and floating front wheels on "Mudhog" Buggy.
- Fixed missing skidmarks and getting stuck in the ground during spawning on "Damocles" Dragster.
- Fixed missing skidmarks on "Flower Reaper" Truck.
- Fixed the "Barracuda" being wrongly classed as a TRUCK when it should be classed as an SUV.
- Fixed the career race "Tornado Warning" so that the player is able to select the same vehicle classes as the AI.
- Fixed the career race "Road Rage" so that the player is able to select the same vehicle classes as the AI.
- Fixed an inconsistency with text formatting on the control options menu.
- Fixed an inconsistency with text formatting on the select camp menu.
- Fixed an inconsistency with incorrect text casing on the session info menu.
- Fixed an inconsistency with improper alignment of decals on the general progression menu.
- Fixed an inconsistency with improper alignment of text on the display options menu.
- Fixed an inconsistency with improper use of decals on the audio options menu.
- Fixed an inconsistency with improper alignment of decals on the garage menus.
- Fixed an issue with improper alignment of decals on the map menu.
- Fixed an issue with improper alignment of decals on the display options menu.
- Fixed an issue with text formatting on the map menu.
- Fixed an issue with unnecessary declarations on the challenge selection map sub-menu.
- Fixed an issue with text string mistakes in start-up descriptions.
- Fixed an issue with HUD radar/GPS overlapping debug menu pop-up.
- Fixed incorrectly assigned 'surface type' text strings.

Changes:

- Replaced the setup/launcher background graphic with the one used by the mod [FUEL: REFUELED](#).
- Replaced Doppler truck model from TRAFFIC_TRUCK to FLOTTE_JEEP_1 or FLOTTE_BIGTRUCK_1.
- Debug Mode Force Time Array increased to 96 (15 minute increments).
- Vehicles grouped and ordered in the garage menu.
- Removed start locations for broken/un-used races "CR_Tutotest1" and "CR_Tutotest2".
- Removed "Bonus Codes" menu and integrated all items as in-game unlockables. The "Warrior" can be purchased for 1155 FUEL, the liveries can be found in either Offshore Shack or Tsunami Reef and the driver gear is unlocked by default.
- Reworked "readme" file with more up-to-date information, including patch notes and links to various community web-sites.
- "King Arthur" has been re-classed as a Truck due to its size (specifically its tire profile, which is identical to the "The Educator" Truck). This doesn't affect multiplayer.
- Added "Warrior" as a selectable vehicle in the races "Wild Sand Ride" and "Woodstock" during multiplayer.
- Added "Barracuda" as a selectable vehicle in the race "Crossroads" during multiplayer.
- Added "Devastator" and "Burningdust" as selectable vehicles in the race "Road Rage" during multiplayer.

- Added "Deathgrin", "Stratospheric" and "Stormrider" as selectable vehicles in the race "Tornado Warning" during multiplayer. NOTE: This race remains still technically not selectable during online play.
- Increased the size of the map by >20%.
- Reduced the use of uppercase text to improve readability.
- Added text strings for "Buggy, Muscle car & SUV", "Buggy & SUV", "Dragster" and "Hovercraft".
- "Bonus Vehicle" text string is switched to using the "Hovercraft" and "Dragster" text strings in two challenges.
- "Endurance" challenge in Tsunami Reef switched to Truck AI vehicles to reflect the "King Arthur" re-classed to Truck type. Includes updated text strings.
- "Endurance" challenge in Dry Rigs switched to Truck AI vehicles to reflect the "King Arthur" re-classed to Truck type. Includes updated text strings.
- "Checkpoint" challenge in Big Cauldron's Edge switched to Truck AI vehicles to reflect the "King Arthur" re-classed to Truck type. Includes updated text strings.
- Removed several instances where "King Arthur" was previously featured as an AI vehicle in SUV races.
- Added several instances where "King Arthur" will now appear in some Truck races (it is actually more common now than it was initially).
- Career race "Tankfully Yours" increased max online player count from 6 to 10.
- Career race "Walking The Sky" increased max online player count from 8 to 10.
- Career race "Suntower Speedway" increased max online player count from 8 to 10.
- "Damocles" Dragster drivable in free roam and other races.

Additions:

- Added several optional mods to make activating console commands easier.
- Added a few minor graphics mods to disable various effects.
- Added optional mods to force the time of day and change the length of day cycle.
- Added optional mod to use the updated control scheme used in the mod [FUEL: REFUELED](#).
- Added optional mod to play the game in 'Hardcore' mode. This removes all ability to respawn your vehicle and the game must manually be restarted to continue (ALT-F4).
- Added optional mods to enable either the [FUEL: REFUELED](#) V14.5 menu theme or the [FUEL: REFUELED](#) V15.1 menu theme and the V15.5 HUD. An option to disable the GPS map on the HUD is also available.
- Added optional mods to change the menu background tint or remove it entirely.
- Added optional mods to force unlock all driver gear and all zones.

FUEL: REFUELED 2012.5 [R1]

Changes:

- 72 Career races improved:
 - Improved AI vehicle diversity.
 - Improved environmental parameters.
 - Wider vehicle selection in single-player and multiplayer.
 - Even number of max entrants.
- Helipads added outside every zone camp.
- Vehicles now use a different color palette. Black replaces the darker brown and purple replaces one of the blues. All other colors have been reworked to better fit the style of the game.
- Online session info now displays selectable vehicle types rather than a list of individual vehicle names.

Additions:

- Included REFUELED Development Tools Version 1.0.
 - Free Ride Extreme event creator
 - Force time of day mod creator
 - Force length of day mod creator