

2.5 Dev Server 1+2+2.5.0.4 datamine

Tank Changes

- ★ Changed tank_steel_wheels armor class parameters: genericEffectiveThicknessMax added of 15mm, armorQuality changed from 0.6 to 0.45.
- ★ tank_traks (gaijin can spell)changed armorEffectiveThicknessMax to genericEffectiveThicknessMax and value from 50mm to 15mm.
- ★ Changed every crewmember damage model.
- ★ Changed every track armor thickness.
- ★ M774 penetration increased overall on flat armor (not sure about angled).
- ★ Shell explosions now create a small black spot or something.
- ★ Changed armor "armor_tank_engine": changed armorQuality to genericArmorQuality, reducing from 0.15 to 0.1, added cumulativeArmorQuality of 0.15.
- ★ Changed low caliber APFSDS secondary shatter parameters.
- ★ DM11 HE now has proximity fuse, 10m radius.

Air Changes

- ★ Aircraft will one "oneShot" event sounds now (instead of a loop, it's a single shot)
- ★ Slight FM changes to Ka-29, Ka-50 and Ka-52, it has to do with airflow.
- ★ Many FM changes to Ki-32.
- ★ Added nozzle animations to F-104's.
- ★ F-86K received coefficients for afterburning at different speeds/altitudes.
- ★ Many changes to Wirraway's FM.

- ★ New nuclear bomb loadouts for killstreak planes.
- ★ External GSh-23 weapons fixed for heli loadouts, changed from GSh-23 to GSh-23L.
- ★ High tier planes like MiG-21bis, F-4E, etc got chaff as countermeasures.
- ★ Increased the G limit for launching R-3R's and R-3S's to 4G's.
- ★ Completely changed A6M5c Hei FM, same for F-8C, and somewhat for Su-17M2.
- ★ Saab Sk 60b added thrust reverse control.
- ★ Su-9 and Su-11 added cockpit canopy control.
- ★ More vehicles received the new high quality tracks.
- ★ MARS 15 armor layout changed.
- ★ Various tanks now use a new engine sound: engine_leo1
- ★ Leopard 2 PL changes:
 - Armor layout changed
 - Weapon changed to 2 A5's gun
 - Thermal resolution for gunner increased to 800x600(Gen II)
 - Added CITV with 800x600 res(Commander thermals, Gen II)
 - Increased tank mass from 55.1 tons to 59.2.
- ★ Ikv 105 can now float.
- ★ Challenger (low tier), Avenger, Charioteer, Tortoise now use cromwell engine sounds instead of M4 sherman.
- ★ All M1 Addams, increased cumulative armor on hull and turret.
- ★ The following vehicles now use PT-76 engine sounds instead of the Stugs:
 - ASU-85
 - 9P149
 - 9P157

★ The following vehicles now use Panzer6(Tiger) engine sounds instead of the M4

shermans:

- AMX 50 Foch
- AMX 50
- AMX M 4
- ARL 44
- ARL 44(ACL-1)

★ Flak.Pz. 341, Bfw. Jagdpanther and Jagdpanther now use Panther sounds instead of Panzer6 (Tiger).

★ Olifant Mk. 2 changes:

- armor values changed
- reduced turret yaw speed from 30 to 22.5
- mass increased from 56 tons to 60
- changed sight FOV from 6.0 to 5.0

★ Ratel ZT-3A2 changes:

- received NVD upgrade
- gen 2 gunner thermals
- Changed sight name from generic to 9p157_sight and changed field of view values.

★ Rooikat ZA 35, radar changed to ADATS radar.

★ TTD armor values changed, mass increased from 58.3 to 60.5 tons.

Naval Changes

★ Naval Damage change (1 notable is the Hyuga)

★ Hyuga got a SAP shell and removed HE shell.

- ★ North Dakota got a HE shell.
- ★ Baltimore got a crew increase to 1500+.

Helicopters

- ★ AH-64A, AH-64D, AH. Mk. 1, AH-1S, AH-1Z, G-Lynx, Ka-29/50/52, Mi-24 (D,P,V) /28/35, Tiger HAD/HAP, Tiger UH, Sa 341/342
- ★ The following helicopters have been given Chaff as countermeasures:
 - AH-64A
 - AH-64D
 - AH.Mk.1
 - AH-1S
 - AH-1Z
 - G-Lynx
 - Ka-29
 - Ka-50
 - Ka-52
 - Mi-24D/P/V
 - Mi-28
 - Mi-35
 - Tiger HAP/HAD
 - Tiger UHT
 - SA 341/342 “Gazelle”

Sensor/Weapon Additions

- ★ New plane weapons added:

- M39A2 (F-5A cannons)
- Oerlikon FF (Fokker cannons)
- Browning M36 (Fokker 12.7s)

★ Every plane weapon hit effect changed to the new ones.

★ New bombs added:

- Limbo Nuke(Killstreak)
- Mk7 Nuke(Killstreak)
- AN52 Nuke(Killstreak)

★ New tank weaponry added:

- 100mm PTP-86
- 105mm Bofors
- 105mm GT-3
- 105mm GT-8
- 105mm PZK m57
- Canon de 120mm Schneider-Canet Mle. 1989
- ZT3A1 Swift
- ZT3A2 Ingwe
- 20mm GI-2
- 35mm GA-35
- 90mm GT-2
- 105mm GT-3 (DM33)
- BGM71 TOW (M3A3 specific)
- 90mm CN90/52 F4

★ Added “pressure” damage to more HE shells.

★ New naval cannons:

- Cannone OTO da 100/47 Mod. 28

- Minizini 100mm-50
- 65mm/64 Ansalado-Terni Mod.1939

★ Added new “rockets”:

- Flare
- CMS Launcher
- Chaff
- Chaff Launcher
- Chaff Launcher Jet
- Chaff Bullet Jet
- CMS Launcher Jet
- Flare Bullet Jet

★ Added New Missiles:

- AIM-9C (SARH AIM-9, only on F-8s)
- KH-25ML
- AGM-65A
- KH-29L
- KH-25

★ Added new sensor:

- AN/APG-59

★ Added new bullet:

- Heat_fs_rocket.

★ Added new parameter:

- Avionics Damage Threshold

★ Added new weapon presets:

- F-104J:AIM-9P
- F-104J:AIM-9P and Hydra

- F3H-2: AIM-7C and Aero 6*
- F3H-2:AIM-7C and Aero 7*
- F3H-2:AIM-7C*
- F3H-2: M117 and AIM-7C*
- F3H-2:MK83 and AIM-7C*

*AIM-7C is currently a copy paste of the AIM-9B, most likely temporary.

Global Changes/Additions

- ★ Modified World War Mode Fulda Gap map.
- ★ New effects for smoke pertaining to wings.
- ★ New instructor parameters:
 - minOnGroundSpeed(Minimum ground speed)
 - ailDegToPredict(aileron deflection degree prediction)
 - elevonDegToPredict(elevon deflection degree prediction)
 - maxCvtAngle (continuously variable transmission)
 - instructorSmoothness(smoothness of movements)
 - instructorAlphaPrediction(Angle prediction maybe)
 - instructorCritAngleK.
- ★ Many new GUI elements.
- ★ Added new file "protection map.blk".
- ★ Added the 3 new decorations from battle pass.
- ★ Added new damage system parameter: splashPenetrationPrecheck and new ranges for kinetic energy to damage (from 3 to 20, not sure what unit its using, probably megajoules)

- ★ New explosive type added, minol.
- ★ Massively changed explosive damage.
- ★ Removed the normalization.blk file.
- ★ Added new airfields.
- ★ Added new F-5A loading screen.
- ★ Changed plane bullet explosion FX
- ★ Added new 3d decorations:
 - 53k (What)
 - Danforth Anchor
 - Matrosov Anchor
 - Chrysanthemum Emblem
 - Diver Suit
 - German Cross Navy
 - Soviet Star Navy
 - US Navy Emblem
 - USS North Carolina Anchor
 - Yamato Propellor
- ★ Added new 25mm thick glass armor.
- ★ Some AA guns (airfield) got a new line of code: preciseAim:b=yes
- ★ Added new login layers, Su-17 and "RSA (South Africa)"
- ★ Changed fire parameters for ships
- ★ Increased the max number of bullet FX from 70 to 120.
- ★ Added new FX:
 - aerobatics_smoke_fireworks_"color"_fx, smoke_wrecked_vehicle
 - Fires_rocket_tail_short_doubleside_smoked
 - more cannon hit effects

- aerobatics_smoke_grass_fx

★ Changed some “bistaticRadarRangeGate” parameters.

Vehicle Additions/Removals

Some of these may or may not be inside the dev server and assume TT unless otherwise stated.

Air

(things in yellow are kill streak vehicles, not researchable)

- ★ A6M5c Hei
- ★ B-29 France
- ★ B-29 Germany
- ★ B-29 Italy
- ★ B-29 France
- ★ B-29 Japan
- ★ B-29 Sweden
- ★ B-29 UK
- ★ Taiwanese F-5A
- ★ Fokker D.XXI-3(Premium)
- ★ IL-28 China
- ★ Jaguar
- ★ Me-262A-1a/R6
- ★ Su-11 (WWII)(Premium)
- ★ Su-9 (WWII)

★ Su-7BKL China

★ Su-7BKL

★ Su-17M2

★ Tu-4

★ Tu-4 China

★ Supermarine Attacker FB. 2(Premium)

★ F-8C

★ Mirage III E

Armor

★ PTL-02

★ Leopard 2 A4 PL (AMAP)

★ Ja.Pz. K. A2 (Germany)

★ Pz. III N (Italian)(Premium)

★ Pz. IV G (Italian)(Premium)

★ Stu.G. III G (Italian)(Premium)

★ Hiro-Sha

★ Ikv 105

★ Eland 90 Mk. 7

★ Herrington 2pdr

★ Herrington 6pdr

★ Olifant Mk. 1A

★ Olifant Mk. 2

★ Ratel 20

★ Ratel 90

- ★ Ratel ZT3A2
- ★ Rooikat MTTD
- ★ Rooikat ZA-35
- ★ TTD
- ★ M3A3 Bradley
- ★ M5A1 Stuart (Twitch Drop)
- ★ BT-7M
- ★ T-28 (with T-26-4's cannon)
- ★ MARS-15
- ★ Ja.Pz. K. A2 (French)

Naval

- ★ SMS Kaiser
- ★ Z 25 (1945)
- ★ Etna
- ★ Isuzu (1944)
- ★ Mooring Buoy(OP event vehicle)
- ★ Whitby Class Frigate
- ★ Rosomakha (1968)

