



Changelog EA Update 3

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EA Update 3 Notes

Date 06.08.2020

Comanche's third big Early Access update is now live. It includes not only planned roadmap features and changes but a lot of changes based on Community Feedback as well.

Check out the following for more details.

Most notable Changes

- New campaign operation: Bank Job
- Improved Flight Controls
- Third Person Camera
- Thrustmaster HOTAS Preconfiguration

Operation: Bank Job

- The conflict against the Kude Core enemy faction escalates in an explosive story campaign continuation!
- This time you don't fight alone but with a whole IJTF strike force against Kude Core's last stronghold.
- Provide allied ground troops with essential air support in a huge skirmish.
- Prepare for massive resistance, tight and explosive aerial combat and... a lot of fun!
- Challenge your pilot skills and settle this conflict in the new desert setting!
- Balancing and tweaking of the whole singleplayer experience
- Please note that your campaign progress will be reset with this update.

General Changes

- Improved Flight Controls Preset selection user interface.
- Targeting feature rework:
 - New icons for the different targeting states
 - New icon movement to the flares when the target deflects a missile the player had previously fired , to provide some visual feedback
 - New deflection notification
 - New distorted/glitched hud indicators for enemies, that used chaffs (only for enemies, friends still see the normal UI, and can also still target them with

- repair rockets), also players who deployed chaffs are now hidden from the proximity radar while the effect is active.
- New 'lockon warning' and „lock cleared“ notifications
- Added drone signal strength warning notification with distance until signal loss (only shown when controlling the drone)
- Added drone signal lost/reestablished notifications (only shown when being switched/controlling the heli)
- Added 'disabled' state to the 'switch to drone' icon in the HUD's ability bar when the drone signal is lost because of distance
- Updated all texts in Options Menu
- Updated the sorting of all items in the Options Menu
- Added configuration options to gamepad and HOTAS axis linearities and deadzones.
- Added visualization of slightly damaged enemies

Third Person Camera

Based on your feedback, Third Person Camera is now finally available for all players and can be toggled in Gameplay options under 'Camera View'.

Improved Flight Controls

The "Hybrid" Flight controls preset was not used by a lot of players, and has been removed so that we can focus more on the remaining two presets, Arcade and Simulation.

Flight Assistants Overhaul

Choosing unexpected sets of flight assistants could cause serious problems with the flight model. To solve this, most flight assistants got iterated upon. Some flight assistants got added and a few got split into multiple assistants.

- Free Look Mode: Now allows On hold / On Release / Toggle options.
- Auto Hover Mode: Now allows On hold / On Release / Toggle options.
- Governor: This assistant has been iterated upon and renamed to Altitude Assistant.
- Cyclic Limiter: This assistant has been reworked to not stabilize the helicopter anymore.
- New assistant: Cyclic Stabilizer. This functionality was previously part of the Cyclic Limiter.
- New assistant: Cyclic Directional Orientation. Allows changing of the directional rotation between Helicopter and Camera.
- Adjusting Flight Assistants is now possible during Controls Preset selection.

Arcade Controls Adjustments

- Arcade controls are more accessible.
- The flight stability has been significantly improved.
- Third person camera is active by default when Arcade Controls are selected.

Thrustmaster HOTAS Preconfiguration

We've teamed up with Thrustmaster to support the most important Thrustmaster HOTAS devices natively, including preconfiguration.

- T.Flight Stick X
- T.Flight Hotas X
- T.Flight Hotas One
- HOTAS Warthog
- T.16000M FCS
- T.16000M FCS HOTAS

The player must connect the HOTAS while the game is not running and reselect the flight model from the options menu after starting the game to enable native support of the HOTAS