

Release Notes

A brief overview of each release can be found here.

Release 29

Here are just the highlights for this release!

New

- Pedia System: Lockable/Passcoded Articles
- Pedia System: Now creatable at Mission level
- WebGL: Target Reticles/Directional Arrows
- WebGL: Explosions
- Galactic Map updates to stars/indicators
- GM Screen: New Event Monitor pop out for mission builders
- Objects: New Invincible/Immortal properties

Updated

- DMX revisions for dead serial connections
- ZigBee device corrections for states
- Z-Wave device monitoring revisions
- Philips hue has improved Location functions
- Websocket revisions to remove dead sessions

Fixes

- GM Screen: Player Details Now Correctly Update
- New Factions no longer default to Black for their color
- Inter-system FTL issues resolved
- Transferring Cargo with in-flight vessels restricted
- Dialog Group actions no longer fire more than once
- image resource paths now corrected
- Mission listing is correct after turning a Module on/off
- Hardpoints no longer shift incorrectly on Damage Display

Release 25.1

- Designer fixes for Event Actions
- Map enhancement to allow for custom backdrops
- Fixed a Zero-Cargo display issue
- Fixed custom crew sizes

Release 25

With this release, the focus was on squashing a few more bugs, but also expanding the GM tools to show real-time logs for objects/events/variables:

- GM Log (Toggle Debug Mode from the 'Other' tab on the GM console to show more)
- Web Sockets: Revised closing logic to help prevent stuck sessions
- Regions: Fixed an issue with certain regions loading of mission data

Release 24

- Flight:
 - New UI!
 - Scaling Option Added To Menu
- Web Socket Revisions
- Designer
 - Many Bug Fixes
 - Added New Actions For Pedia/IRIS Articles

Release 23

- Tactical
 - New Contact Listing
 - Improved Laser Notifications
 - Improved Missile Management
 - Loadout View Moved To Weapon Status Screen
- Lots of Small Bug Fixes

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