

Release Notes

A brief overview of each release can be found [here](#).

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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