

Strategy

This may be one of the most ambitious game patches in PC gaming history, happening 25 years after the game launched and greatly improving how the game works.

We had several key goals for the 1.5 patch:

1. Improve stability;
2. Make the game more satisfying and accessible for modders by giving them tools like the map editor; and
3. Implement many enhancements based on feedback from players and modders.

Overview

The 1.5 patch is a significant revision of the game, being released as Emperor of the Fading Suns Enhanced. Emperor of the Fading Suns has continued to inspire players not just because of the game itself, but also because of the many great mods fans made for the game. The focus of the 1.5 patch is to greatly enhance modding capabilities. Expect many more great mods for the game.

One of the most dramatic changes is one of the least seen. The game was initially built using the Watcom development environment, and one of the first things we had to do was migrate it to a modern compiler, increasing stability along the way.

Additionally, the 1.5 patch:

- Significantly enhanced and added numerous modding capabilities. This allows modders to add dramatically more units, technologies, and worlds, and change fun game facets like excommunication, sect abilities, ruins, and much more. Modders can even quickly change UI elements via text files;
- Includes (and enhances) the EFS map editor;
- Enabled players to add custom maps and provides two new galaxy maps: Dark Ages, a smaller galaxy map with about half the planets as the standard galaxy map to allow shorter PBEM games; and Lost Worlds: a larger galaxy map with more than twice the number of planets as the standard galaxy map for players who wish to explore a much larger galaxy
- Enhanced the role of religious sects, impacting your unit abilities and population loyalties;
- Enhanced player information on unit and city screens;
- Added House strength as a major factor in diplomacy;
- Streamlined some interface elements, as when the game asks you if you want to unload starship transports when they land on a planet;
- Improved and updated animations and unit art, and
- Fixed a wide variety of bugs, including a number of multiplayer exploits.

Game Changes

Modding Changes

- Increase unit limit to 999
- Add all starting options (difficulty levels, house traits, etc.), to efs.ini
- Allow modders to add many of their own tech requirements, to TECH.DAT & UNIT.DAT
- Implements New Owner Needed Column for Techs & Expands Owner Groups for MODding
- Add more tech columns to TECH.DAT & UNIT.DAT
- Increase max amount of techs to 999
- Increase max TLVL to 12
- Only Display City Maintenance if >0
- Implement plague fixes and moddability
- Add moddable noble & officer loyalty/agility/accuracy bonus
- Make structure armor MODable
- Implement Turns2bld column in STRBUILD.DAT
- Implement Credits cost column in STRBUILD.DAT
- Enable loading of custom galaxies
- Add moddable healing bonuses
- MODable Combat Weapon Order / Phases
- Adds Difficulty Level for Randomly Generated Units
- Implements Galaxy INI File System for Overriding Galaxy Parameters
- The Game's Start Year is MODable in EFS.INI
- Add moddable % of resources returned after canceling construction
- Add modding configuration via mod.ini files

Map Editor Changes

- Fix Map Editor Unit Dialog Display with Long Unit Names
- Map Editor Add Random Button to Unit Dialog
- Map Editor: Add World Menu Items for Adding / Removing Structures / Units
- Map Editor Right Click Unit - Use Unit's Stats
- Map Editor: Units placed in structs default to its owner/sect
- Fixing moving planets & map tiles
- Map Editor Fixes JumpGates Not Showing Immediately
- Map Editor - Fixes issues with changing a planet's coordinates and the unit list becoming unsorted
- Implements Galaxy INI File System for Overriding Galaxy Parameters
- Adds tLvl-awareness to Random Maps
- Add Delete All JumpGates to the Map Editor File Menu
- New Map Editor Save All Scenarios
- Adds "Are You Sure" Message to Map Editor Exit
- Confirms Execution of New Map Editor Options via OK / CANCEL Message
- New lost worlds galaxy
- Map Editor: Add options to generate or remove fleets in the entire galaxy
- Allows map editor to use difficulty level settings for random map creation
- Map Editor Hive / Vau City Owner defaults to Symbiot / Vau

Specifics

Implemented enhancements:

- Implements Missing Sect Rebellion Bonuses
- Update Unit / Build Dialog to Include More Stats
- Orbiting Units are Considered for Garrison Strength
- Fix Unit Interface So That Move All Units Message Appears Only After All Units Have Been Moved
- Adds Armor Factors to City Info Display's Sect Line
- Update Unit Stat Display for Structure's Unit Armor Factor & AGILITY.DAT
- Automatically Sentries a New Cargo Pod
- Fixes Naval / Underwater Appearing in Land-Locked Ruins & Ruin QA Improvements
- Externalize Rank into EFS.INI
- Adds Turn Off Tutorial CheckBox to the Tutorial Dialog
- Adds Display of Energy & Exotica to Resource Lists
- Changes the behavior of attacking adjacent hexes via TERRCOST.DAT att...
- Adds Missing PLAYER.TXT Files for Random Structure Placement
- Adds Map Editor Structure / Unit Menu Items to the Star Map File Menu
- Add contract information to acceptance/rejection messages
- Ensures that at least 1 of a resource is given as a ruin gift
- Implements Proscribed Technology Difficulty Level System
- Increases Sect Info Width for Cathedrals when Showing Planetary Sect Information
- Adds tLvl-awareness to Random Maps
- Fix not being able to capture non combatant with Naval Transport
- Naval -> Land can capture non Combat Units
- Allows Naval -> Land & Land -> Naval Combat Even If Units Can't Move There
- Units that can move on water can be unloaded there
- Adds Colorization for Altered Statistics
- Add Dynamic ruins
- Dynamic Rebels & Other Minor Fixes
- Implement AI configurations in PlayerTable.DAT
- Moving Mixed Movement Types Averages their Movement if Set in EFS.INI
- Update City Maintenance & Producing Unit Message
- Only Display City Maintenance if >0
- No Rebellions for cities or units are allowed on Byzantium Secundus until the Emperor has been Declared
- Implements Sect Loyalty Bonus
- Update EFS.INI - volume parameter comments
- Prevent switching away from transport group after loading cargo
- Modify tech proscribing chances by Patriarch's sect
- Implement plague fixes and moddability
- Add new sects leaders bitmaps
- Rework ministry selection AI, make it take the most powerful ministry
- Updates Change Sect Dialog for All 7 House Sects
- Allows Setting of Sound Volume in the Game via EFS.INI
- Adds Combat Timers to EFS.INI
- Update information on the church diplomacy based on spy locations
- Increase planet limit to 160
- Add high quality random number generator
- Add json representation of .res files with a conversion script
- Giving a Unit as a Ruin Gift is now tLvl-aware
- New "Dark Ages" 21-Planet Galaxy Map

- Adds Scenario Data for Standard Galaxy
- Remove progress of current research when striking a requirement
- Allow placement of naval units in coastal cities in Map Editor
- Add search function to City Info screen
- Fixes Display of Sects Info for Church Diplomacy
- Prevent attacks on completely hidden fleets
- Increase maximum lines in messages to 10
- Changes Like & Loyalty Based on House Tax, Tithe Skim, & Unit Pay Settings
- Church excommunication like is now MODdable
- Adds new efs.ini default parameters
- Move save games to rewritten file dialogue
- Use system double click time for unit double click
- Forbid emperor declarations during election years
- Prevent nobles in orbit of Byz2 from being able to vote
- Better support for multiple monitors
- Rewrite file and directory selection menu to support mods
- Avoid closing "Send message" dialogue and erasing the message if no r...
- Remove tech progress if all labs researching it are destroyed
- Adds City Cost to Build City Screen
- Add flock settings to unit.dat
- Remove research progress if the last lab is captured
- Stop warning about lost tech progress if no progress was made
- Add tithe skim & rebellion
- Add all spies, submarines and stealth ships to byz2 combat
- Adds Timed Messages section to EFS.INI
- Implement sects & clergy
- Add automatic saving of random galaxies / save turn to GAL file at end of turn
- Update AI tech striking behavior
- Make most weapons do small damage to structures
- Let air units refuel on transports
- Rewrite AI behavior regarding unit construction, consider mods
- Add improved unit Icons
- Add Kind, Owner, Disband columns to UNIT.DAT
- Remove crawler restriction on pts unit
- Unload units from space transports when attacked on land
- Only Show Player's Hearts if Allied
- Make Vau activation tech moddable in EFS.INI
- Psy Unit can now attack aboard Space Carriers
- Allow space bombardment of empty cities and unexplored tiles
- Use TARGET.DAT for AI Ranged Space targeting
- Streamline excessive confirmation messages
- Damage updates unit health every phase
- Allow player scores beyond 100 turns
- Do not zero out movement points when automatically loading units onto a Naval Transport
- Add animation length multiplier to EFS.INI
- Only units involved in combat gain experience
- Make Delta hexes treated as land hexes
- Make Player Treaties moddable via DAT file, start rebels at war with Church & League
- Scenarios now work in the Map Editor
- Move GALAXY.GAL to the GAL Folder

- Switch to ffmpeg to play animations
- Upscale videos, switch to ffplay

Fixed bugs:

- Fix Various Cargo-Related Issues & More
- Fixes Crash on Save Game Load with Invalid Cargo
- Fix Dead Bombarder Use of Deallocated Memory
- Fix Naval Unload Crash
- Fixes Naval Units in Land-Locked Wells for Random Galaxies
- Fixes Text Overlap Issue with Display of Armor Factors
- Fix Vau Planet and Alien Ruin on Water Hex Issues
- Fixes Reported Rebellion Issues
- Fix Non-Secure PBEM Save Game Issue
- Fixes Broken PTS Retaliation
- Map Editor World Map Shows Stack Count Correctly
- Adds Missing I2 Sect Bonuses to Unit Dialog
- First Cut at Fixing Broken AI Partisans
- Fixes the Sidebar Not Updating the Planet in the Unit Production Queue
- Fixes Incorrect Specification for Show Tutorials in EFS.INI
- Fix Drag Chiclet Icon Issue with New Place
- Fixes Issue with Cargo Pods Not Able to Move with New Combined Move Set to 1 in EFS.INI
- Continuously Loop Through Save Game Dialog Until PBEM Save Game is Properly Selected
- Fixes Multiple Sceptor Votes
- Fixes 524 & Deletes Cargo to Prevent Invulnerability
- Fix crash when deleting units from group finder
- Fix Prevent Unloading Cargo onto Unmoveable Terrain for MODders
- Fix Cargo Pod Exploit with New Combined Average Move
- Fix Building City on Delta Hex is Okay
- Fix crash at house screen when money is negative
- Fix movement when one tile would take the whole turn
- Ensure Singularity Ruin Gift Scaling for Max Relics in Game
- Fixes Ice (TYPE2) & Jungle (TYPE3.TXT) being swapped for Random Map Generation
- Fix AI not accepting contracts where you give more than half of your treasury
- Fix being able to attack your own ministry units in space, but not attack enemy ministry units with yours
- Removes "like" from consideration when doing house diplomacy
- Fix money count not updating after autobuy during unit building
- Fix being able to have a treaty with yourself
- Fix AI not rejecting offers asking for more than 2/3rds of their money
- Fix cargo pods being created on ocean hexes with ships when trading
- Update Movement, Camouflage, & Spotting to floating point values
- Fix for 0 MP Space Units Grouped with >0 MP Units Move to Planet
- Clarify the difference between autosaves in the .ini
- Fixes Incomplete Re-Ordering of Planets when Deleting a Planet
- Fix AI Using Non-combatants as Combatants
- Fixes Declining Boarding Naval Transport Illegal Move
- Fixes Empty City Text Overlap
- Fix Dragging Units not tLvl-aware

- Fixes Cities Too Easily Damaged and Major Bug with Reading AGILITY.DAT
- Fix alt key becoming stuck from alt+tab
- Fix Map Editor Selection / Display of All Sects
- Prevent disbanding naval units at resource markers
- Fix group finder not updating planet information on next/prev
- Fix tax slider incrementing 3 times faster
- Makes despotism reduce research amount as intended
- Fix being able to unload cargo onto resources in ocean tiles
- Tech is done researching at 0 remaining points
- Disable "build units" and "raze city" buttons on resource markers
- Fix Combat on Byz2 Message
- Fix extra resources from structures at the map edges
- Routing didn't check the owner of an empty city
- Players Going to War with Themselves
- Fix resource counts for units of different TLVLs
- When Loading a Galaxy sets techType to -1 so that AI will Research Tech in That Lab
- Fix health of units shown incorrectly during combat
- Prevent war with unspotted Vau units
- Fix attack options and city defense being applied to both attack & defender
- Fix targets not being picked according to their Rank in combat
- Fix Contracts Asking for Money
- Fix game existing when loading a missing save file
- You can no longer buy resources from the League when at war with them
- Fix Players being able to give maps of planets they haven't explored
- Fix Issues with Save Game Dialog
- Fix saving/loading Proscribed Technologies