



# *FreeCol*

The Colonization of America

# Changelog

Version 0.10.4



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# Changes in FreeCol 0.10.4

The FreeCol Development Team released version 0.10.3 on September 27, 2011. and began work on the next version of FreeCol, version 0.10.4 immediately. Version 0.10.4 is scheduled for a February 11, 2012 release.

Version 0.10.4 is primarily a bug-fix release, targeting 33 documented bugs and contains numerous other changes. The release include five new features including increased support for GNU/Linux distributions and a new modification designed to increase the importance of trade within the game.

In this list, most code revisions are documented, but not every change is covered, especially those which affect the Graphic User Interface. To see each revision made to FreeCol browse the SVN at <<http://freecol.svn.sourceforge.net/viewvc/freecol/>>. See the revisions numbered 9032 through 9611.

## New Features

- Allow for multiple unit emigration, recommended by fenyol. (r.9608 by mpope; Feature request by fenyol)
- Lost City Rumor may now display warning of Mayan Apocalypse (r.9546 by mpope)
- FR #3406501: Upstream .desktop file added for GNU/Linux distributions. (r.9540 by burschik)
- Added Mod by Marko Voß that increases the importances of trade. (r.9255 by burschik)
- FR #3061796: Player now has the option to be notified audibly at beginning of turn or when notification windows appear. (r.9114 by burschik; Feature written by Florian Simon Tramer and Yuan.)

## Bug Fixes

- Bug #3484879: Fix bug where incorrect message would display when the Player tried to build a colony in a tile adjoining a AI Nation's Settlement Tile. (r.9603 by mpope)
- Bug #3479537: Portuguese mountains now named. (r.9582 by calebrw and mpope)
- Bug #3479443: Type of Native plunder from Colony now specified. (r.9581 by mpope)
- Bug #3477516: Fixed bug where error message thrown when units move through new regions. (r.9580 by mpope)
- Bug #2988336: REF Unit color codes display properly, reducing visual confusion (r.9574 by burschik)
- Bug #3477263: Fixed plural and singular typos in REF units (r.9573 by burschik) as well as plural use in other cases (r.9575 by burschik)
- Indian units now display properly (r.9572 by burschik)
- Bug #3375773: Fixed a more complex version of this bug, where tiles owned by a settlement were not losing their ownership when the settlement was destroyed. Originally fixed with release 0.10.1. (r.9561 by mpope).
- Fixed bug where AI Colonies destroyed themselves while defending attacks (r.9560 and r.9568 by mpope)
- Fixed bug when viewing tile direction (r.9559 by mpope)
- Bug #3424496: REF Dragoons are now demoted to Regulars properly (r.9558 by burschik)
- Bug #3441806: Saved games now loaded correctly when another game is in-progress (r.9557 by burschik)
- National Advantage now displays correctly and Colony Plan updated to better use National Advantage (r.9553 and r.9554 by mpope)
- Fixed bug where plundered gold could amount to zero. (r.9549 by mpope)
- Fixed bug where units sailing to New World would not reach destination properly (r.9544 by mpope)
- Fix bugs when selecting options (r.9539 and r.9542 by burschik)
- Occupations indicators now render correctly. (r.9538 and r.9552 by mpope)
- Fixed bugs when choosing where to repair carriers. (r.9537 by mpope)
- Fixed bug where warning would appear when saving game (r.9526 by mpope)
- Bug #3440553: Added beach tile images. (burschik) (Further improvements made in r.9444 by burschik)
- Fix incorrect use of StringTemplate when TileItemContainer contains neither Resource nor finished Improvement, but other TileItems. (r.9421 by burschik)
- Colopedia now called correctly (r.9420 by burschik)
- Native Settlements now display wanted goods properly (r.9412 by mpope)
- Units now find paths for efficiently, going places in few turns. (r.9383 by mpope)
- Bug #3442117: User can create game if map editor fails. (burschik)
- Bug #3461752: Labor report now appears. (burschik)
- Bug #3456180: Fixed an error when AI colonies received goods. (mpope)
- Ships and wagons are no longer classified as persons within the code, fixing a backwards compatibility issue (r.9275 and r.9276 by mpope)
- Bug #3444360: Fixed errors when created options for new games. (mpope)
- Bug #3419501: Fixed a bug where Drag-and-Drop functionality would cease after Player cancelled certain actions or closed certain dialog boxes. (r.9239 and r.9242 by mpope)
- Bug #3430018: Fixed a bug where the "work-as" popup menu in colony view would not be in the correct position and would display roles that cannot be fulfilled. (r.9225 and r.9227 by burschik)
- Bug #3430371: Fixed a bug where an Arsenal would give free muskets when using the "Classic" rule set. (r.9224 by burschik)
- Bug #1739586: Fixed a bug where AI Colony's population would change while the Colony's workers are being rearranged. (r.9218 by mpope)
- Bug #3420940: Fixed a bug where pressing the "Escape" key would quit the game while using certain versions of Windows. (r.9210 by burschik; Patch by josephfr)
- Fixed bug with server reconnect when attempting to re-trade. (r.9209 by atamano)
- Bug #3432874: Fixed a bug where Carrier units would display in the Europe dialog when not sailing to or from Europe. (r.9199 by mpope)
- Bug #3425283: Fixed a bug where Player not able to properly negotiate or extort European powers. (r.9197 by mpope)
- Bug #3420945: Fixed a bug where the Player is not notified if there are not enough hammers or tools to complete a building. (r.9187 by mpope)

## Bug Fixes, cont.

- Bug #3418537: Fixed a bug where the Player is not notified if the Game is past the date where the player can no Declare Independence but try to do so. (r.9186 by mpope)
- Bug #3430135: Fixed a bug where "A game is already running" appeared when opening games. (r.9185 by mpope; Patch by tback0729)
- Bug #3429876: Fixed a bug where sound would not play in certain environments (r.9139 by burschik; Patch by sinomaen)
- Fixed a bug where the End of Turn sequence would start without Player approval. (r.9128 by mpope)
- Bug #3428111: Fixed a bug where the Map Options dialog box would not open in certain environments (r.9127 by mpope)
- Bug #3206298: Fixed a bug where End-of-Turn reports were not generated properly. (r.9111 by mpope)
- Bug #3422007: Fixed a bug where Player settlements would not always choose the best defender when attacked. (r.9095 by mpope)
- Bug #3421299: Fixed a bug when founding colonies on Arctic tiles under certain conditions. (r.9094 by mpope)
- Bug #3419068: Fixed bug where Native units continued attacking Player units during peacetime. (r.9088 by mpope)
- Bug #3420944: Fixed bug where ships under repair considered as usable carriers. (r.9084 by mpope)
- Bug #3416253: Fixed bug when combat occurs at a colony tile where a message does not display correctly. (r.9050 by mpope)
- Bug #3415431: Fixed a bug where the Labor Report did not load. (r.9044 by mpope)
- Fixed a bug where old saved games would not load properly but not notify user. The game no longer loads certain files. (r.9036, r.9038 and r.9039 by mpope)
- Fixed a bug where the map would display during High Seas travel. (r.9033 by mpope)

## International Support

FreeCol version 0.10.4 improves support for the following languages as part of a collaboration with the translatewiki.net at <<http://translatewiki.org>>. (Revisions inserted by siebrand and nikerabbit):

Afrikaans, Albanian, Arabic, Belarusian (Taraškievica orthography), Bosnian, Brazilian Portuguese, Breton (Brezhoneg), Catalan, Czech, Danish, Dutch, Egyptian Spoken Arabic, Espe-	ranto, Finnish, Flemish, French, Galician, German, Greek, Hebrew, Hungarian, Interlingua, Italian, Japanese, Lithuanian, Low German, Macedonian, Norwegian (bokmål), Norwe-	gian Nynorsk, Occitan, Old English, Piedmontese, Polish, Portuguese, Russian, Simplified Chinese, Spanish, Swedish, Tagalog, Ukrainian, and Upper Sorbian
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## Interface Changes

In addition to the following, the GUI code was cleaned and made more secure (pibizza and burschik)

- Alternative Map Controls now supported. (r.9459, r.9462, r.9486, r.9487, r.9489, r.9490, r.9491 and r.9493 by burschik)
- Add stance to tension reporting on Native Affairs panel. (mpope)
- Don't enable buttons if OptionUI is not editable. (r.9228 and r.9230 by burschik)
- Added improved image of fish (r.9080 and r.9081 by misiulo)
- Cleanup Founding Fathers Dialog box (r.9075 by burschik)
- Added improved Sugar image. (r.9070 and r.9071 by misiulo)
- Added improved Game (fur trapping) image. (r.9068 and r.9069 by misiulo)
- Added Plowed Field image. (r.9063 and r.9064 by misiulo)
- Added Trade Goods image. (r.9032 by misiulo)

## AI Improvements

- AI now access convenience of given action (r.9591 by mpope)
- AI Carriers now carry units and move more efficiently (r.9590 by mpope)
- AI now logs mission changes more efficiently (r.9587 by mpope)
- AI Units now move more efficiently when idle; implement getTransportDestination so the unit can be transported properly (r.9583 by mpope)
- AI Colonies now have more mission choices, including pioneering and scouting. (r.9579, r.9595 and r.9601 by mpope)
- AI Units now complete pioneer missions without hanging (r.9578)
- AI Units now prioritize scout units (r.9576 by mpope)
- AI Units now add equipment more efficiently (r.9570 and r.9571 by mpope)
- AI Units now determined needed equipment, not AI Colonies (r.9567 by mpope)
- AI Units now move to colonies more efficiently or if a colony is lost toward where colony was. (r.9565 and r.9566 by mpope)
- AI Carriers now bring purchased goods to proper destination (r.9564 by mpope)
- AI now logs certain units more efficiently with Pseudorandom number generator (r.9551 and r.9605 by mpope)
- AI Nations now transport more efficiently (r.9550 by mpope)
- AI Carriers only embark valid units (r.9594 by mpope)
- AI Code cleaned (r.9497, r.9498 and r.9592 by mpope)
- AI Nation now handle recruiting more efficiently (r.9495 by mpope)
- AI Nations now handle trading at first contact better (r.9478 by mpope)
- AI Nations now handle boycotted goods better (r.9472 and r.9473 by mpope)
- AI Colonies now only improve in-use tiles, reducing native alarm (r.9408 by mpope)
- AI Colony wish creation made more efficient (r.9405, r.9406, r.9407 and r.9496 by mpope)
- AI Colonies prioritize musket building vis-à-vis tool use and stop needless hammer production. (r.9402 and r.9403 by mpope)
- AI Nations now log better when few colonies exist (r.9401 by mpope)
- AI Colonies now consider the production bonus. (r.9400 by mpope)
- AI Transports operate more efficiently and AI Colonies no longer created needless transport missions (r.9389 and r.9390 by mpope)
- AI Colonies now rearrange workers every turn in a more efficient manner if needed. (r.9388 by mpope)
- AI Colonies no longer export building materials and military goods. (r.9387)
- AI Colonies now rearrange workers when buildings are added or upgraded. (r.9386 and r.9397 by mpope)
- AI Colonies now handle pending starvation better; defend against attacks better; and log unit job choice better. Several bugs related to these functions fixed. (r.9359 by mpope)
- AI Colonies goods needs and tile improvements dealt with more efficiently (r.9357 and r.9494 by mpope)
- AI Colony worker and goods needs now logged more efficiently (r.9356 by mpope)
- AI Colonies now no longer arm in-colony workers. (r.9354 by mpope)
- AI Nations can now build outposts (r.9353 by mpope)
- AI Nations now prefer scouts over soldiers when few scouts exist. (mpope)
- AI Colonies now export goods more efficiently (r.9321, r.9347 and r.9367 by mpope)
- AI Nations now don't get stuck on small island areas (r.9299 by mpope)
- AI Nations now build colonies more efficiently (r.9298 and r.9348 by mpope)
- AI Colonies now use resources better (r.9294 and r.9352 by mpope)
- AI Colonies now note when badly defended more efficiently. (r.9233 by mpope)
- AI Native Settlements now request wanted goods more clearly and alarm level affects price offered during trading. (r.9217 by mpope)
- AI Colonies now implement the Best Defender class more efficiently. (r.9207 by mpope)
- AI Colonies now select work tiles more efficiently. (r.9072 by mpope)
- AI Colonies now manufacture goods more efficiently (r.9058, r.9059, r.9061 and r.9062 by mpope)

## In-Game Documentation

- Added utility method and some documentation strings to Tile Improvements. (r.9611 by burschik)
- Sailing Direction when starting game, now displays correctly (r.9569 by burschik)
- Improvements to Special Unit labels (r.9592 by burschik)
- Typos in Lost City Rumors now corrected (r.9547 by mpope)
- Improvements to Edit Settlement Dialog Box (r.9532 and r.9533 by burschik)
- European price changes appear more quickly (r.9488 and r.9536 by mpope)
- When player at war, war status show rather than goods price in destination selection panel. (r.9483 by mpope)
- Improve trade failure reporting. (r.9474 by mpope)
- Player warned if tools are not being used. (r.9443 by mpope)
- Certain tool tips display correctly (r.9436 by burschik)
- Some incorrect label messages fixed. (burschik)
- Fix tutorial message at start of game. (r.9417 and r.9418 by burschik)
- Needless build-warnings suppressed (r.9411 by mpope)
- Improve how options are displayed. (r.9358 by burschik)
- Players are now warned more in more situations when building a colony and raw materials are not present. (mpope)
- Direction of tile from a given location can now be displayed (mpope)
- Tool tips for buildings with no output display correctly. (mpope)
- Add descriptive tool tip to combo box values if available. (r.9253 and r.9254 by burschik)
- Update version numbers. Clarify effect of workshop upgrade. (r.9247 by burschik)
- Fixed wrong reporting of number of the Members of the Sons of Liberty resulting in wrong colony stats and rebel tooltips. (r.9222 by atamano; updated in r.9226 by mpope)
- Colony tiles now report that the center tile auto-produces. (r.9206 and r.9208 by mpope)
- Made Continental Congress report a bit more efficient. (r.9112 by burschik)
- Enabled HTML-use in the Colopedia concept panel. (r.9109 by burschik)
- Added breeding number to Colopedia panel and create messages for breeding. (r.9098, r.9194 and r.9195 by burschik)
- A help button now appears on the Monarch Panel. (r.9079 by burschik)
- Founding Father election displays dialog box (r.9077 by burschik)
- Add images for all Founding Father types to Colopedia. (r.9065 by burschik)
- Make the Colopedia panel modular and implement the system (r.9053, r.9054, r.9055 and r.9056 by burschik)
- Cleanup Tooltip code. (r.9051 by burschik)
- Add support for multi-line tooltips. (r.9049 by burschik)
- Add support for "multiple" message replies from clients. (r.9040 by mpope)

## Misc. Changes

- Terrain Generator now controls getRandomLandPosition. (r.9606 by mpope)
- Add is.Polar class. (r.9602 by mpope)
- Set new entry location when arriving on the map en route to a Settlement. (r.9598 by mpope)
- Copyright of code updated to 2012. (r.9588 and r.9609 by burschik)
- Add Tile.isSameTile Class. (r.9555 by mpope)
- Expand possibility of more messages when Lost City Rumors come back negative (r.9548 by mpope)
- FreeColObject values now render better in common instances. (r.9531 and r.9542 by burschik)
- Improve MiniMap layout in the absence of a skin. (r.9493 by burschik)
- Improve layout of Tile Info Panel. (r.9492 by burschik)
- Backwards compatibility with older mods added (burschik)
- Restore the ability to register fonts when using Java 1.6. Use reflection in order to support Java 1.5. (r.9360 by burschik)
- Owns method introduced in Player class. (r.9345, r.9346 and r.9350 by pibizza)
- Program determines whether the current unit is controlled by the player or AI (r.9344 by pibizza)
- Suppress unnecessary messaging when assigning a Trade Route. (r.9336 by mpope)
- Improve how equipment is allocated to a unit. (r.9317 mpope)
- Standardize the Colony Plan. (r.9306 by mpope)
- Added Colony.getTotalDefencePower class. (mpope)
- Simplified FreeColModFile. (burschik)
- Move river and river mouth definitions to properties. (r.9252 by burschik)
- Minor cleanup done to Maps and Terrain Generator. (r.9251 by burschik)
- Elevation attribute added to tile type. (r.9248 by burschik; Patch by Marko Voß)
- Updated "\*.was" methods within "common.model." and improved their efficiency. (r.9244, r.9245 and r.9246 by mpope)
- Invalidated production cache when building is damaged or upgraded, since this may change the basic production of the building. (r.9223 by burschik)
- Gifts now allowed during war. (r.9201 by mpope)
- Game now always checks for collapsed Native settlements at new turn, not just when a unit starves. (r.9200 by mpope)
- Mitigated some end of turn issues. (r.9192 by burschik)
- Implement UnitTypeOption with options for Start-of-Game immigration, etc. (r.9137)
- Implement ask.Future and ask.Demand. (r. 9115, r.9116, r.9117, r.9123 by mpope)
- Updated Client/Server communication tracing (r.9108 and r.9110 by mpope)
- Fixed broken compatibility code. (r.9106 by burschik)
- Added Colony.getPreferredSizeChange class. (r.9104 by mpope)
- Restored non-editable difficulty levels. (r.9101 by burschik)
- Add missing class needed for options (r.9100 by burschik)
- Implement WorkLocation.getPotentialProduction class with use in Buildings (r.9086 by mpope)
- Improve options for selecting the size of the Royal Expeditionary Force (r.9083 by burschik) (Changes removed in r.9090 by burschik and later re-added in r.9097 by burschik; further updates made in r.9102 by burschik)
- Add Specification.getDefaultUnitType class (r.9082 by mpope)
- Fix serialization problem and set default values. (r.9073 and r.9074 by burshik)
- Tax event resolution now logged. (r.9066 by mpope)
- Add and use Unit.isPerson class (r.9047 and r.9048 by mpope)
- Option User Interfaces rewritten (r.9037 and r.9041 by burschik)
- Notated Backward Compatibility code (r.9035 and r.9045 by mpope).

# About this list

This log represents a nearly exhaustive list of changes since FreeCol 0.10.3, ending with commit r.9611 on Thursday, February 9, 2012 at 13:58:21 UTC. Compiled by calebrw (Caleb Williams).

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