Changes in 1.1.2.4 (13th March 2023):

CRASH FIXES
- fixed various rare crashes
- fixed rare crash when ship resolves mission commands
- fixed rare crash when changing character empire
- fixed crash when rendering header panel for Civilian Ships section

COMPATIBILITY
- added better handling of 'Unsupported Graphics Profile' error (DirectX 11 not supported): auto-reset from DXVK to DirectX 11 if relevant and explain need to upgrade video driver

GAME DIFFICULTY
- research bonus thresholds for research projects for non-player factions now progressively scale with game difficulty level (non-players have lower thresholds)
- fixed game difficulty level being incorrectly reset when start a new game at difficulty higher than normal

UI IMPROVEMENTS
- now properly clear active textbox when press Enter so that subsequent keypresses properly handled by UI without additional mouse clicks (e.g. when rename item in Selection Panel)
- readjusted available user interface sizes based on vertical screen resolution
- ensure properly close diplomacy detail panel when exit to main menu
- fixed armor components not showing in ship damage report when empire has not yet researched the armor component (acquired high tech ship)

SHIP DESIGN AND RETROFITS
- fixed bug with Ship Design retrofit path where ships and bases would sometimes retrofit to the wrong design when using 'Latest Design for Largest Hull for Role'
- in Ship Design screen, selected component is now cleared only when right-click in empty part of model view area (not when left-click)
- fixed faulty text in tooltip on Retrofit action button under Selection Panel when multiple designs available for ship or base ('Multiple None Designs available')
- slightly reduced energy over-allowance factor when auto-generating ship and base designs so that do not generate designs with insufficient energy collectors
- disallow setting civilian ship and bases to manually retrofit using button 'Mark Selected As Manual Retrofit' in Designs List screen
- removed some incorrect warnings for some ship roles in the Ship Design screen

SHIP AND FLEET BEHAVIOR
- improved passenger ship migration mission selection in situations where few migration sources for destination colony due to limited available suitable races or low source population
- automated fleets no longer attack pirate bases in foreign territory unless manually queued
- some ships no longer participate in salvaging debris (Colony Ships), while all others are now more cautious to not salvage while there are threats at the location

FIGHTERS

- tweaked fighter logic so that they are more willing to attack distant targets that their parent carrier is attacking
- fixed bug where fighters onboard bases or carriers could sometimes get damaged by nebula effects (storms, etc)

REPUTATION
- reduced reputation impact from hunting space creatures and destroying pirates

DIPLOMACY AND WAR WEARINESS
- tweaked how race aggression and caution values affect diplomacy: more aggressive races slightly more likely to pursue conquer strategies. more cautious races more likely to pursue friendly strategies
- properly include war weariness reduction bonus when displaying war weariness for a faction in Diplomacy screen and other places
- tweaked tech trading costs so that other faction does not value items too low

COLONIZATION AND MIGRATION
- fixed Colony Ships sometimes constantly loading and unloading colonists when preferred colonization target currently has threats (dangerous location) and alternative colonization targets also have threats

POPULATION POLICIES
- Additional increase for slavery income factor, note that for maximum revenue you will likely want to control taxes on planets with slavery manually
- altered how slavery colony population policy affects happiness and reputation - constant impact level based on amount of population enslaved
- rebalanced income and unhappiness from slavery colony population policy

RESEARCH
- ensure always enable all first-level diplomacy research projects for all colonized races in empire, regardless of how acquired (e.g. first contact with race may be through colony conquest)
- slightly increased automated building level for research stations (when viable research targets exist)
- in Research Screen fixed research projects sometimes incorrectly disallowed from moving up in queue when optional random path to parent project not enabled
- fixed display of Slavery Unhappiness modifier value to be green (beneficial) when value is negative on Enslavement Control facility in Research screen
- Tweaked research paths for troop transports to avoid requiring the Ikkuro to only research their own splinter pods

INTELLIGENCE MISSIONS
- adjusted intelligence mission difficulty levels: all missions slightly easier, very difficult missions quite a bit easier
- ensure properly clear target empire when manually assigning counter intelligence missions to own spies
- factions with Internal Stabilization intelligence mission now use it more frequently

- fixed intelligence mission success chance sometimes being incorrect in Character Mission screen in mission target selection dropdown list
- fixed ambassadors not gaining experience from intelligence missions when assigned to pirate factions
- fixed Spy Mission user interface for new Dhayut intelligence mission types (Influence Empire Positively and Influence Empire Negatively) to ensure player supplies Mission Target empire

LEADERSHIP CHANGES
- greatly reduced chance of rebellion at capital colony after disruptive leadership change

CHARACTERS
- decreased minimum total skills before characters are auto-dismissed from 0% to -10% (when Characters are automated) to reduce too rapid turnover
- player faction now never auto-dismisses leader character unless total skills are -50%
- ensure new leaders are never selected from imprisoned characters

GAME EVENTS
- fixed some game/colony events not always triggering
- now include bonus descriptions in tooltip for any active Colony Events at top of Selection Panel (when colony selected)
- fixed ruins investigation logic to be more careful when evaluating untriggered game events for investigating race
- extended GenerateShipBase game event action so that can generate ships or bases owned by location empire

NOTIFICATIONS
- no longer send galaxy-wide news messages for colony events that are initiated from race- or government-triggers

MODDING
- fixed Mod profiles sometimes not being remembered correctly

OTHER
- additional balance improvements to some research projects, facilities and components
- added new interstitial loading screen images when DLC installed (Ikkuro + Dhayut)
- added new Empire Nouns and Adjectives for new government types
- data file updates with some minor adjustments to Dhayut and Ikkuro research projects
- fixed 'Mining Bonanza' game event to properly apply temporary mining bonus