

Changes in 1.1.0.9 "Aurora" (March 2nd, 2023):

While you can continue your previous games, we strongly recommend starting a new game with this update for the best results as many fixes will not fully affect ongoing games.

TECHNICAL IMPROVEMENTS

- Upgraded to .Net 7.0, which brings some performance improvements
- Switched to "self-contained" build. This increases the size of the DW2 executable, but means that you do not need to install .Net 7.0 separately
- Updated DXVK version 1 with the most recent changes
- Added DXVK version 2 as a new rendering option.

IMPORTANT: Please remember that if you try one of the alternate DXVK rendering options and DW2 will not launch, you should use the `-use-dx11` command-line parameter or delete the `gamesettings` and `gamestartsettings` files in the `/data` sub-folder of your install directory to tell DW2 to start in the default DirectX 11 mode again.

COMPATIBILITY

- added startup warning when attempt to run DW2 on video cards with inadequate specs (DirectX-11 support required)
- added extra check for corrupt game settings at game startup and auto-regenerate if necessary

PERFORMANCE IMPROVEMENTS

- Improved performance (reduced micro-stuttering) especially in battle scenes where many ships are destroyed at once or many ships change empire

CRASH FIXES

Many crashes of various kinds, mostly rare, were fixed since 1.0.8.6 and DW2 is generally much more stable when running the Aurora update.

- fixed crash that sometimes occurs when setting CPU processor affinity on single-core computers
- fixed rare crash when ship attacks target

- fixed rare crash when ship fires weapons at enemy target
- fixed rare crash when repairing ship damage
- fixed rare crash when changing empire relation
- fixed crash when removing disabled ships from fleets
- fixed crash when rendering Galactopedia article for alien race with missing description
- fixed crash when fleet evaluates whether to attack a target
- fixed crash when determining empire stock levels
- fixed crash when splitting empire during disruptive leadership change
- fixed crash when ships is firing weapons at targets
- fixed crash when determining ship construction amounts
- fixed crash when empire updates its known visible data
- fixed crash when splitting empire during civil war
- fixed rare crash when generating a new game
- fixed crash when ship attacks target
- fixed crash when ship is hyperjumping
- fixed crash when upgrading ship design from loaded design where hull has subsequently changed
- fixed crash when calculating empire bonuses
- fixed rare crash when loading savegame
- fixed rare crash when ship attacks target
- fixed rare crash when drawing system badges in galaxy view
- fixed crash when reviewing empire bonuses
- fixed crash when checking whether a ship or base is under construction or repair
- fixed crash when changing empire relation
- fixed crash while evaluating current attack target
- fixed rare crash when attempting to determine amount of video memory in system
- Fixed bug where exploration ships could sometimes get locked in endless loop attempting to explore location. This could cause predictable crashes and the appearance of save file corruption.

- Fixed crash when ship or fighter performs attack mission
- Fixed crash when drawing government bonuses
- Fixed crash when drawing research screen after discover 'Mysterious Plague'
- Fixed crash when disabled ship checks for repair at nearby yard
- Fixed rare crash when ships scan area for threats
- Fixed rare crash when loading game
- Fixed rare crash when ship assigns retrofit mission
- Fixed rare crash when repairing abandoned ship or base
- Fixed rare crash when calculating colony bonuses

MODDING

This update adds Steam Workshop support for Distant Worlds 2 modding. It also includes our first in-game Mod Manager (for all mods, not just Workshop mods) and improved modding support, which is documented below.

- Distant Worlds 2 now supports Steam Workshop modding (see additional documentation in your /Manuals sub-folder for details)
- Added additional modding documentation and two modding tutorial videos on ship modding and how to organize and upload DW2 mods to Steam Workshop in the /Manuals sub-folder of your installation location
- eliminated requirement for modders to regenerate SHMD files when ShipHulls.xml or models change (this is now done seamlessly whenever these change)
- greatly increased the speed and stability of SHMD regeneration

DW2 Modding currently supports the following modded items:

1. XML data files

- Mods should add their own versions of these files by appending a suffix to the filename, e.g. Races_MYMOD.xml. The file will then be loaded after the base Races.xml file, adding any new entries and overriding any existing entries that use the same RaceId value

-- All of the XML data files use this same file-naming and item-overriding approach. So you can change data in the base XML data files by using the same Id value in a modded file, e.g. OrbTypeId for OrbTypes.xml, ResearchProjectId for ResearchProjectDefinitions.xml, etc.

- All of the following XML data files can be modded:

-- ArmyTemplates.xml, Artifacts.xml, CharacterAnimations.xml, CharacterRooms.xml, ColonyEventDefinitions.xml, ComponentDefinitions.xml, CreatureTypes.xml, DesignTemplates.xml, FleetTemplates.xml, GameEvents.xml, Governments.xml, OrbTypes.xml, PlanetaryFacilityDefinitions.xml, Races.xml, ResearchProjectDefinitions.xml, Resources.xml, ShipHulls.xml, SpaceltemDefinitions.xml, TroopDefinitions.xml

-- Documentation and tools for some of the above file types can be found here: <https://www.matrixgames.com/forums/viewtopic.php?f=11899&t=380486>

2. Localized game text in GameText.txt

3. Stride content bundles

- Stride bundle files built in Stride Game Studio, containing models, materials, textures, spritesheets and sound effects

-- To load bundle files they must be listed in the mod.json file (see below)

4. Music files and folders

- Standalone music files in any of the following formats: MP3, WAV, AIFF, WMA

- now allow disabling base game music in favor of mod music

- added initial modding user interface to allow multi-mod loading, including priority and enable/disable

- added new user-customizable Mod Profiles to allow saving and reloading a collection of ordered mods

- multiple profiles will allow for different configurations of enabled mods

- mods are now enabled and applied when exit the mod screen (no need to restart the game)

- now allow overriding GameEvents.xml by name (easier to include in mods)

- GraphicsSettings.xml files (Galaxy, System and Location) can now be included in mods and will override default files in base game

- improved mod support for ship components and research projects (allow non-sequential Id values)

- mod descriptions now support simple markup for text formatting

- upgraded layout and display of Mods screen

AI IMPROVEMENTS

The AI improvements in this update are the result of a lot of work and testing and should result in a significant improvement in the ability of the AI empires to keep up with and be competitive with the player. Please start a new game with the Aurora update for best results.

- AI empires now more careful to maximize funding for research and colony growth to ensure full research and growth rates, thus making them more competitive with the player
- tweaked some AI research priorities
- now use Race.PreferredWeaponComponentIds for more targeted research
- more focused on a single weapon branch per type (close-in, stand-off, etc)
- slightly increased effect of galaxy aggression level so that empires more likely to declare war, etc
- depending on game difficulty level, ensure have antagonistic races next to player to increase tensions
- Automated military ships now properly cancel guard mission when target changes empire
- Fixed wrong ship hull names for additional items in description of Build Ships advisor suggestion
- When acquire abandoned ships or bases now automatically mark acquired design for ship or base as obsolete so that unused for any other construction or retrofits
- AI empires no longer pay research project initiation costs when difficulty level is normal or higher
- AI empires require progressively less research funding at higher difficulty levels (cheaper to fully fund research)

GENERAL UI IMPROVEMENTS

Many improvements were made to the UI based on experience and player feedback. Many of them will make playing in a more manual playstyle easier than it was, but also should make general empire management much easier. There is also a new Free Form camera mode!

- added new cycling keys for idle ships and fleets: J for next idle construction ship (shift-J for previous), Z for next idle exploration ship (shift-Z for previous), N for next idle military ship (shift-N for previous), H for next idle fleet (shift-H for previous)
- changed Control Center list item sort options: 'Distance from Spaceport' is now 'Distance from Selected Item or Capital,' meaning distance from currently selected item in Selection Panel, or from empire capital if nothing is selected

- hovered Control Center list items now have callout line leading from list item to position of item in galaxy
- added fleets of own empire to system-level view summary (previously fleets were only shown in galaxy-level summary view)
- tooltips for each race in Colony Population Policy screen now also shows their suitability for that colony
- extended Escape keypress (close screen) to include File Load/Save dialog, Galactopedia and Colony Detail screen
- added colored border to Terraforming Facility image in Planetary Facilities List when colony has reached maximum terraforming level (better visibility and indication that facility should be dismantled)
- reduced items in Display Mode list (Game Settings screen) to one item per resolution (exclude refresh rate)
- in Key Mappings screen fixed key mappings incorrectly displaying previous unapplied values when click Cancel button and then re-enter screen
- expanded message log is now properly closed when view Ship Design (previously left in half-expanded state)
- when have empty Colony Ship selected, can now choose which colonist race to load when right-click on colony for popup menu mission options (as long as population for race is above minimum threshold of 500 million)
- now properly reset cached values for resources mined and resources known in Known Resources list when load or start new game
- fixed Known Resources list being blank when open by clicking on resource in Selection Panel and current filter settings exclude the selected resource
- added filter option 'Distance from selected item or Capital' to Dangerous Locations list
- extended callout lines to most lists in Control Center (troops, characters, planetary facilities, artifacts, special locations, etc)
- fixed Weapons Report screen sometimes being blank
- added Race Suitability to each race hovertip in Population screen (like Pop Policy pop-out screen)
- fixed faulty text formatting in facility tooltip in Troop Ground Report screen
- Fixed wrong size for Ship Hull screen when UI scaling is set to Small
- Ships and bases that cannot normally assign missions to (e.g. privately owned) will now generate right-click popup menu options when have artifacts onboard that need transferring (select ship or base with artifact, right-click on destination)

- Allow rapid removal of messages when repeatedly right-click in message area
- Fixed game menu scaling incorrectly when change UI size
- added option to right-click popup menu to retrofit or retire ships at colonies of own empire
- included news messages to all other known empires when civil war occurs in an empire
- ensure cannot build same planetary facility twice at same colony, even when attempt to exploit advisor messages
- fixed damaged ships still showing red background in Selection Panel even when fully repaired

SHIP DESIGN UI IMPROVEMENTS

- added extra buttons to Design List screen: Mark Selected as Auto/Manual Hull Upgrade, Mark Selected as Auto/Manual Retrofit, Mark Selected as Active/Obsolete. All of these buttons can operate on multiple selected designs at once
- added new filter to Designs List screen: Manual Upgrade Designs
- can now edit a ship or base design when it has been previously used, as long as there are no current ships or bases for the design
- initial name for manually created ship designs now uses default faction design names (instead of 'New Destroyer', 'New Mining Station', etc)
- altered crew capacity display in summary in Ship Design screen: now show 'used/capacity' instead of 'capacity/used'
- in the Ship Design screen, right-clicking on empty space in the design view now deselects the active component in the Available Components list
- in the Ship Design screen, shift-clicking on an available component will now add the component to the first matching empty bay (same type and within size limits)
- ensure Save Designs process excludes deleted designs
- improved Load Designs process to avoid duplicate designs when are equivalent to existing designs (same name, hull and components)
- include hull name of design in advisor suggestion to build new base
- adjusted label width for hull bonuses in Ship Design screen
- Added Ship Hull column to Designs List screen
- Altered Selection Panel display for ship design to show hull name instead of role. Same change for tooltips for fleet ships and multi-selected ships

- Added new column in Ship Hull Dialog: active design count
- Ship Design filter for 'State Ships' now also includes fighter designs
- Fixed occasional jerky display in Ship Hull screen for some user interface scaling sizes
- added automation button to top of Ship Designs List screen, indicating current Policy ship design automation setting and allowing toggling between automated and manually controlled
- now include hull names with designs listed in 'Other Designs That Upgrade To This Design' panel in Ship Design screen
- added 'All Inactive' filter to Designs List screen

SHIP AND FLEET UI IMPROVEMENTS

- in Military Ships list, filters for 'Ships in a Fleet' and 'Ships Not in a Fleet' now include ships under construction
- added Stop action button under Selection Panel when fleet selected
- added rebindable keyboard shortcut for Stop action for ships and fleets. No key assigned by default, but can assign in Key Mappings screen

RESEARCH UI IMPROVEMENTS

- in Research screen can now shift-click to move research projects to top or bottom of queue
- no longer need to press shortcut key twice to open Research screen for first time in a game session

TROOP UI IMPROVEMENTS

- added new filter to Troops List: At Selected Location. This shows only the troops at the currently selected colony or ship, allowing you to easily shift-click to select multiple troop units and make changes to them all (e.g. garrison/ungarrison). Double-clicking a troop unit in the Selection Panel will automatically open the Troops List with this new filter enabled, and auto-select all the troops at the location
- can now multi-select troops in the Colony Detail screen and then use Garrison/Ungarrison or Disband action buttons for all selected troops (shift-click for range selection, ctrl-click to add/remove single troops to selection)

GALAXY SETUP UI IMPROVEMENTS

- in Start New Game screen now allow a mix of both auto-generated and manually-specified other empires
- implemented display of all race- and govt-specific variations in Start New Game screen, Govt screen and Galactopedia to help players understand what differences exist.

CAMERA MODE IMPROVEMENTS

- added new Free Form camera mode: can change camera elevation (as well as rotation) by moving mouse forward/back while holding down middle mouse button. Select this camera mode from the Change View button at bottom-right of screen, or use keyboard shortcut 'Tab'
- locking camera view on hyperjumping ship no longer shakes
- fixed issues with camera movement in top-down view mode: initial game start zoom-in, 'Show Me' message buttons
- allow slightly further zoom-out in galaxy-level when in top-down view mode (allow viewing more of the galaxy)
- fixed offset galaxy view when locked on to hyperjumping ship

SHIP BEHAVIOR

- assigning Refuel/Repair/Retrofit missions to ships no longer changes them to manually-controlled (but manually assigning any other mission types will still switch them to manually controlled)
- changed default civilian ship tactics to Engage When Attacked (previously was Do Not Engage) so that will fire back at attackers
- fixed ships sometimes getting stuck in constrained collision avoidance situations
- fixed ships sometimes not clearing missions when mission target is destroyed
- fixed ships sometimes not being able to fire at creatures when creature has strayed outside location

FLEET BEHAVIOR

- fixed Fuel Tankers sometimes cancelling mission when jumping with fleet
- fixed automated invasion fleets sometimes stuck waiting indefinitely for sufficient invasion troops due to flawed assessment of assault pod range

SHIP DESIGNS, RETROFIT PATHS AND FLEET TEMPLATE CUSTOMIZATION

Major improvements to ship design retrofit paths and fleet template customization were implemented in response to many community requests for more fleet template and ship design customization options and which worked better with the new ship hull variations.

We now allow the player to set multiple designs/hulls per role in their fleet templates and also very specific upgrade paths for every ship design. The ship design and fleet template system are now designed to fully support the ship hull concept in all respects and to allow the player to choose how strict or flexible the templates are as well in following the specified designs.

Important Note: Ship designs are now the authoritative place for all ship upgrade paths. That means that if you specify a precise ship design in your fleet template and it has a newer design to retrofit to, the fleet template will update to that newer design as well. If you don't want this to happen, you need to specifically tell it not to do so by disabling the Auto-Upgrade setting in the fleet template.

SHIP DESIGNS AND RETROFITS

- Added Retrofit Path panel to Ship Design screen, allowing player to specify how a design should upgrade. Default retrofit path is to upgrade to the latest design for the same hull
- There are also now upgrade paths for ship designs. This will allow you to specify which design a ship or base will retrofit to. The default setting for designs will be to 'upgrade to latest design for Ship Hull' (instead of 'upgrade to latest design for Role' as it is now).
- Changed retrofit action button (below selection panel) to only retrofit to single design resolved from retrofit path defined for current design. To instead see and retrofit to any active design for the role, you can now right-click the ship or base for a popup menu with a complete set of retrofit options
- when a spaceport is selected, the Retrofit action button now allows retrofitting across spaceport sizes (small, medium, large) when there are active designs for other size roles. This is in addition to the existing behavior where right-clicking on the spaceport will allow retrofitting to any active spaceport design of any size
- Upgrade Design button now copies retrofit path settings from old design, unless old design was retrofitting to a specific design, in which case the new design uses the default retrofit path of 'latest design for largest hull for role'
- upgraded ship design automation toggle to be per-hull instead of per-role (Designs List screen)
- Automated ship design now generates designs for each ship hull instead of for each role
- Reorganized layout of Ship Design screen, moving tactics and other settings buttons to right side
- Changed default filtering in Designs List screen to show all active designs

- Added new design upgrade option: Latest Design for Largest Hull for Role. This is the default setting for new fleet template items
- Improved design naming for all roles and races: now using race-specific design names for military ships. Also include hull name after design name to allow easier identification in tooltips, etc
- in Retrofit Path panel in Ship Design screen, ensure that upgrade design shown in brackets after 'Latest Design for Hull', 'Latest Design for Role' and 'Latest Design for Largest Hull for Role' is actually buildable for your empire (have required hull and components)
- in Retrofit Path panel in Ship Design screen, ensure that 'Other Designs That Upgrade To This Design' properly accounts for whether the current design is actually buildable for your empire (have required hull and components)
- increased priority of Damage Control components when auto-designing spaceports
- in Ship Design screen, properly exclude obsolete designs when evaluating 'Other Designs That Upgrade To This Design' (unless specific retrofit design)
- auto-generated player ship and base designs now set default Retrofit Path to 'Latest Design for Hull' when there are multiple hulls at largest size for role, i.e. preserve multiple specialized designs per role
- immediately refresh latest designs for role/hull when change design status (active/obsolete) in Designs List screen so that retrofit action button always shows proper retrofit design
- ensure "Save and Exit" button in Ship Design screen always properly indicates that design can be saved, even when components are not editable (design in use). In other words, always allow changing and saving Retrofit Path or Tactical settings for a design

FLEETS AND FLEET TEMPLATES

- Altered how fleet templates work. Can now add items free-form to allow multiple items per role. Can specify items by shiphull as well as specific design and role
- This allows you to focus more on Ship Hulls instead of Roles, giving more options for specialized fleets
- Added new buttons in Fleet Template screen: allow role up/downgrading and allow trimming excess ships. Turn these off to enforce strict adherence to fleet template for ship roles/hulls/designs (e.g. Top Up Fleet button)
- Improved logic to trim excess fleet ships
- Improved how fleet template AI evaluates 'Latest Design for Largest Hull for Role' so that resolves to latest active design with largest hull (i.e. try other smaller hulls until finds active design)
- When a ship design is made obsolete but has an explicit upgrade path to a new specific design, any fleet templates that use the old specific design are now auto-upgraded to

instead use the new specific design (i.e. no need to separately update the fleet template. However this auto-upgrade of fleet templates only applies to specific explicit designs, not 'Latest for Role', etc)

- Fixed wrong ships sometimes being added to fleet when generating new fleet using Form At button in Fleet Template dialog (not matching design specified in fleet template)
- Building fleet from template (Fleet Template screen) now always builds ships when not already available in empire, even when does not require specific design (e.g. Latest for Role)
- Fixed Fleet retrofit logic to align with expected retrofit designs for both fleet template and individual ship retrofit paths
- ensure do not get double the number of expected ships in new fleet when build from Fleet Template List screen using option at 'Any construction yards in empire' (when selected fleet template has specific designs)
- ensure Form At and Build At buttons in Fleet Template List screen have correct disabled status when first enter screen but have not yet selected a fleet template
- now exclude consideration of ship maintenance costs when building ships for new fleets when building via the Fleet Template screen (ensures always built as long as have money and resources)
- updated FleetTemplates.xml to ensure default fleet templates use setting 'Latest Design for Largest Hull for Role'
- periodically update fleet templates so that any specific designs that have become obsolete are automatically upgraded to the next non-obsolete design in it's upgrade path. This keeps fleet templates up-to-date as new designs are created and old ones become obsolete
- added corresponding setting in fleet template dialog to enable/disable auto-update of specific designs in fleet templates
- Improved logic when determining home bases for defend fleets (less churn)

BUILD ORDER SCREEN

- now show hull name after design name
- default selection for each role to latest design for largest hull for role

RESOURCES AND FREIGHTER LOGISTICS

- Significantly slowed mining rates for mining components
- Significantly slowed mining rates for mining components

- improved mining ship target selection so that prioritizes missing critical resources even when mining target is already queued to build a mining station
- altered automated resource stock levels for bases not at colonies: no longer have fuel stock level unless mine fuel at location; note that this means most bases will depend on energy collection for their defenses/weapons, we plan to adjust this further in the future
- improved freighter resource fulfillment by further increasing amount fulfilled over stock level

CONSTRUCTION

- improved display of construction/repair progress percentage in tooltip for items in construction yards in Selection Panel - now include components under repair to give more accurate percentage in these cases
- ensure properly take ownership of all ships in construction yards (or destroy if cannot) when invade and conquer enemy colony
- fixed research stations and resort bases sometimes not able to be built using construction action buttons (under Selection Panel) when research or scenery bonuses at location come from facilities or ruins
- Ensure abandoned repaired ships or bases are always acquired by repairer

INTELLIGENCE MISSIONS

- Added mission success chance to each mission type and target in Spy mission screen
- Indicate current research project in targets in Spy mission screen
- Rebalanced intelligence mission difficulty level so that there are fewer very low success chances
- Rebalanced intelligence mission outcomes so that less captures (more partial successes and failures instead)
- updated Intelligence Missions article in Game Concepts section of Galactopedia

DIPLOMACY

- Increased aggression and likelihood of wars, especially on higher galaxy aggression levels

RESEARCH

- Research output from colony populations now diminishes greatly for population over 100 billion. This increases importance of research stations as main source of research output
- Altered research project category for Advanced Star Fighters to Fighter Bay

EXPLORATION

- fixed some systems not being fully explored when have deeply hidden items

PLANETARY FACILITIES

- additional check when approving advisor message to build new planetary facility: ensure not overbuilding unique empire or galaxy wonder
- reduced frequency of advisor messages for Building Planetary Facilities

DANGEROUS LOCATIONS

- Fixed bug where sometimes could not clear queued investigation of dangerous locations

FACTION DIFFERENTIATION

- Added extensive new features for better faction differentiation
- Added migration modifier to governments
- Added government-specific leader titles (President, Prime Minister, etc)
- Added explicit value for ImportanceOfOthersReputations to Races.xml (already existed for Governments.xml)
- Added new field to both Races.xml and Governments.xml: StartingGameEventNames
- Can be used to specify Game Events that will be executed at game startup for empires with the relevant race or government type, allowing for greater differentiation between different races and governments
- Typical uses could be to provide additional tech, facilities or ships/bases for a particular race or government

LEADERSHIP CHANGES

- Implemented Leader Changes and related events for each government type
- added small chance of civil war and empire split when have highly disruptive leadership change

CHARACTERS

- Slightly reduced typical amounts for spies and other character types (based on empire population)
- Characters picked up in escape pods now properly either join your empire (pirates) or are imprisoned
- automated character handling will now dismiss any characters with poor skills, not just spies
- further reduced chance of negative character traits
- fixed bug where spies sometimes could not assign intelligence missions (missing mission types) due to faulty mod
- reduced chance of some negative character traits (DoubleAgent for Spies, Corrupt for Leaders)
- ensure can properly view characters of own empire, even when imprisoned. However cannot interact with them (cannot assign missions, change location or dismiss)
- when character is captured, ensure clear any in progress location transfer for them

COLONIZATION

- Automated colonization logic now more willing to colonize independent colonies, even when do not have suitable population
- When a planet is colonized and thus removes orbiting bases, any troops/characters/artifacts at the removed bases (of the same empire) are now automatically transferred to the new colony

EMPIRE BONUSES

- Bonuses from secondary races in empire now applied proportionally: gain complete bonuses when race is at 50% of total population, and proportionally less when below 50%
- ensure include empire bonuses from colonies themselves when calculating empire bonuses (e.g. bonus for planet or moon)

- ensure empire bonuses from colony races are always proportioned based on amount of race in empire

MIGRATION

- Rebalanced colony migration factors to encourage more migration
- fixed passenger ships sometimes performing repeated migration to and from same target when in empire with low number of colonies
- further tweaked migration to ensure that always have migration sources, even when all colonies are considered favorable (in this case large colonies will be selected as migration sources)

INDEPENDENT COLONIES

- Lowered overall number of independent colonies when start a new game
- Independent colonies no longer invite to colonize when colony ship already assigned or beyond fuel range

PIRATES

- Reduced number of pirate factions by about 30%
- Ensure that story-line pirate tech levels are reduced when you lower pirate strength in Start New Game screen
- Extended minimum time before pirate raids begin against a faction
- fixed bug where pirate factions were acquiring tech too quickly and thus had too much tech available for espionage
- fixed bug where pirate factions would sometimes generate many scientists resulting in too many scientists being gained by empires that destroyed pirate bases

MUSIC

- fixed bursts of music sometimes playing even when volume is zero

OTHER

- Fixed rare potential issues with resolving mission targets
- fixed bug where deleting files in Load/Save dialog subsequently allows starting a non-existent game using the Continue button
- Hive ships no longer generate characters (e.g. admirals)
- fixed flag color issue when starting second game in session
- increased mesh LOD threshold when determining whether to render component meshes, so that ships and bases with large exterior meshes (e.g. engine pods) stay in view longer as zoom out

DATA CHANGES

- added extra general component bays to Troop Transport hulls to ensure sufficient invasion fleet range (only available when starting a new game)
- added differing startup settings for each government type (starting tech, facilities, etc)
- fixes to various ship hull issues
- additional balance changes to missile weapons and phased blasters and beams
- balance changes to armor, shields and damage repair components