STARPOINT GEMINI 2 v1.3000
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1.WHAT IS STARPOINT GEMINI 2

Captain your own space ship and roam the galaxy in 3D in this tactical space simulator with tons of RPG depth ! Space has never looked so inviting - but images can betray...
It has been two years since the end of the second Gemini war, and the situation in the wartorn system is further from resolution than ever before. The collection of freedom fighters named Gemini League is now reduced to a small group, with no power or influence, after losing their leaders. The Empire meanwhile, has used the re-opened Starpoint to occupy the once renegade Gemini sector - and beyond.

A multitude of Imperial warship fleets and mammoth motherships have crushed every trace of opposition. The situation was looking bleak, when they suddenly halted their armada and re-shifted their focus on fortifying Starpoint with staggering numbers. Rumours soon spread that they were afraid of something coming after them through the T-gate, from what was supposed to be the core of the Empire. What are they running from that makes even the mighty Empire tremble?

Starpoint Gemini 2 will take players on a breath taking journey, with dark secrets and unimaginable twists that will finally unveil the incredible truth...

2.HEALTH WARNINGS

Some people experience epileptic seizures when viewing flashing lights or patterns in
our daily environment. These persons may experience epileptic seizures while watching
TV pictures or playing computer games. Even players who have never had any seizures
may nonetheless have an undetected epileptic condition. Consult your doctor before

playing computer games if you, or someone of your family, have an epileptic condition. Immediately stop the game, should you experience any of the following symptoms during play: dizziness, altered vision, eye or muscle twitching, mental confusion, loss of awareness of your surroundings, involuntary movements and/or convulsions.

3.SYSTEM REQUIREMENTS

	MINIMUM	RECOMMENDED
OS	PC Windows 7	PC Windows 7
Processor	2.2 GHz Dual core or equivalent	3.0 GHz Dual core or equivalent
Memory	2GB RAM	4GB RAM
Graphics	DirectX 10 compliant graphics card with 512 MB RAM	DirectX 11 compliant graphics card with 1GB RAM
DirectX	Version 10	Version 11
Hard Drive	8GB available space	8GB available space
Sound Card	DirectX compatible sound card	DirectX compatible sound card

4.LINKS TO WEBSITES

Game site
 http://www.starpointgemini.com

Iceberg Interactive
 http://www.iceberg-games.com

5.COPYRIGHTS

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----------| CHANGE-LIST |----------

v1.3000, February 18th, 2015
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[*]FIXED: A bug that could trigger a constant loading of new video files, without first releasing the unused ones
[*]FIXED: An error that could in some instances cause asteroids to render improperly

[*]FIXED: A rare crash bug that happened when the player chose maximum weapon energy or shield energy in the energy transfer panel while affected by an engine dampener anomaly.
[*]FIXED: A problem with the drydock turret button that caused it to become permanently disabled
[*]FIXED: A bug related to Freelance mission generation that could in some instances cause the game to crash
[*]FIXED: A visual bug related to very bright or very dark ships
[*]FIXED: Several errors in the Assembly editor
[*]FIXED: Several minor errors on Taxy and Ferry Freelance missions
[*]FIXED: Side mission HUD icon is now identical to the log icon
[*]FIXED: Side mission markers are now properly shown on the Starchart, when the mission is acquired
[*]FIXED: Various minor errors that could appear when using controllers
[*]FIXED: A minor error with Thaddeus Malen hero definition file
[*]FIXED: A minor bug related to audio playback while anchored
[*]FIXED: A minor database error in the Russian localization
[*]FIXED: An error where a notification did not always appear when exiting a wormhole even if an event occured
[*]ADDED: Ships can now be added using global parameters instead of only local (region-based)
[*]ADDED: Automated repair facilities, artefacts, shield chargers now have special individual Starchart icons for easier recognition
[*]ADDED: Ion storm global event can now occur
        [*]Be careful when entering Ion storm. It's discharges can severely damage your ship
[*]ADDED: Numerous side missions, mostly faction-related
        [*]Side missions can be triggered in various ways
        [*]Appearance of side missions is linked to both Reputation and player level
[*]ADDED: Bounty hunters of the Gladius Group now hunt for the player if his/her reputation is Outlaw
        [*]The lower the reputation, the higher the chance of appearance
        [*]Chance is automatically higher in some regions
[*]ADDED: Shield charger structure is placed in the world and can be used in the same manner as Automated repair facility (enter it...)
        [*]Charging your shield costs Credits
        [*]Simply enter the ring-like structure to start charging your shield. Credits are automatically deducted
[*]ADDED: Regions now become more difficult in several stages
        [*]First switch occurs when player reaches level 30
        [*]Second switch occurs when player reaches level 60
[*]ADDED: A third control scheme ONLY for Xbox 360 and Xbox One controllers
        [*]when starting the game, choose the Joystick/Gamepad scheme
        [*]this scheme has predefined controls configured specifically for these controllers
        [*]modifying controls in this mode is NOT possible!
[*]ADDED: Several gameplay effects on anomalies (when scanned) and accompanying HUD warnings
[*]ADDED: A specific side mission related script function to prevent bugs and glitches
[*]UPDATED: Target locking of objects is now automatic when using gamepads.
        [*]Simply cross over an object with the targeting reticle to lock onto it
        [*]In combat, some objects are filtered out so they don't get in the way (you can still manually target such objects by cycling through available targets)
[*]UPDATED: Various hints and tooltips are added when using controllers (Drydock, Trader, Hiring... panels)
[*]UPDATED: Hints when using controllers are no longer placed in the middle of the screen

[*]UPDATED: Changing your avatar name when starting a new Freeroam game, when using controllers is now possible
[*]UPDATED: Changing the name of your ship on the Drydock->Customization panel when using controllers is now possible
[*]UPDATED: Autosave is now created when ANCHORING on a station/planet, NOT when leaving
[*]UPDATED: Starchart icons of collected Artifacts are greyed out
[*]UPDATED: NPCs no longer attack a ship you're attempting to capture
[*]UPDATED: Several minor changes in NPC AI
[*]UPDATED: Several changes to the game text files
[*]UPDATED: Increased level requirement for some events to occur when leaving stations or planets
[*]UPDATED: Numerous smaller changes made to different files to make the Secrets of Aethera DLC possible and in working order. Modders are encouraged to cross-reference their files with the default game files
[*]UPDATED: Added current contraband quantities so that players can decide whether they should pay the fine or fight for the valuable goods.
[*]UPDATED: Stations now show faction-ownership changes
[*]UPDATED: Several minor changes done to cloaked NPC ships
[*]UPDATED: More distant stations now keep a more detailed info on commodity prices
[*]UPDATED: Accepting quests is no longer possible when using T-Drive to open the Starchart
[*]UPDATED: Player name is now displayed on the dialog panel
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v1.2002, January 13th, 2015
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[*]FIXED: An error related to Maintenance freelance mission that would cause it to malfunction
[*]FIXED: Numerous small errors to increase stability
[*]FIXED: A potential error that would manifest as a blue floating line on the Starchart when choosing a destination TGate
[*]FIXED: Planetary landing panel now no longer slides across the screen in certain instances
[*]FIXED: Info panel scrollbar can now be used with the mousewheel
[*]FIXED: Several smaller errors related to the Convoy escort freelance mission
        [*]Convoy security escort will now always join the defense
        [*]Once destination is reached, the convoy ships are no longer marked as quest objects
        [*]If a marked ship in the convoy gets destroyed, the marker is removed as intended
[*]FIXED: An error in the reputation calculation script when destroying ships of the Thaurian Alliance. You'll be getting positive rep now. (Thanks Dewar. I dunno how I missed it.)
[*]UPDATED: Script system cleared of redundant data
[*]UPDATED: A slight change related to flares to make sure nothing works out of the ordinary
[*]UPDATED: Game log records more information
[*]UPDATED: Standard random encounters now do NOT spawn if a battle is ongoing
[*]UPDATED: The game automatically slightly adjusts graphics settings on minimum configurations (more specifically graphics card)
[*]UPDATED: Weapons firing range that is displayed as hint on the Drydock and the Schematics are now synced
[*]UPDATED: Increased the number of freelance mission spawnpoints for Convoy escort missions
[*]UPDATED: Added several modifiers to the Convoy escort freelance mission
        [*]Ambushes can occur
        [*]Convoy path displayed on the starchart is now colored differently

[*]If convoy leader gets to 1500 units distance from the player, the convoy slows down, almost to a halt and waits for the player to arrive

[*]Convoy slows down during an attack

[*]UPDATED: Older save files (both freeroam and campaign) will now include the change in the reputation system which allows you to become good or even allied with Nyx, Empire, Directorate and Thauria

[*]ADDED: It is now possible to become neutral and allied with Nyx, Directorate, Empire And Thauria on older freeroam save files and after finishing the campaign mode (even if your save file is older).

[*]ADDED: Game log is now recorded through a separate process, so don't be alarmed if you see a console window popup when you're entering or exiting the game

[*]ADDED: OnLoadWorld script event

[*]ADDED: Region info panel now available when clicking on the starchart

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v1.2000, December 17th, 2014
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[*]FIXED: You can no longer anchor on a non-existing station (temporarily disabled/replaced during some missions)

[*]FIXED: Several minor errors in the captain's log mechanic

[*]FIXED: Player should no longer die for unexplained reasons

[*]FIXED: object markers are now visible until fighters dock on a ship for refueling (instead of until they're recalled by their parent ship)

[*]FIXED: Fighters no longer decide to attack ships that have been destroyed/disabled

[*]FIXED: Pressing Esc button while on Licenses panel now properly closes the panel, instead of opening the Main menu

[*]FIXED: Using Engineer skill to increase Shield strength now fills that additional strength instead of simply adding it as maximum

[*]ADDED: Automated repair facilities are now fully functional. Use the structure by entering inside its ring and wait for repairs to finish. It costs Credits though!

[*]ADDED: Convoy escort freelance mission.

[*]ADDED: Global event: War! which can escalate over time. As war escalates, so do actual battles in the region as well. It can potentially mean some nice salvage side profits.

[*]ADDED: Global event: Cease fire which as its name implies ceases all hostilities in a region.

[*]ADDED: When target locking an enemy fighter and the fighter goes off screen - an arrow appears to guide you where he went (as usual)

[*]ADDED: HINT pop-ups in the following panels: Trader, Fleet->Officers, Hiring, Drydock (->Loadout, Enhancements, Systems, Equipment), Best Buy/Sell, Skills and Perks when using controllers

[*]ADDED: Several Hull level related events on platforms

[*]ADDED: globalvar object & functions added to increase scripting/modding capabilities

[*]ADDED: A captain's log entry is now deleted when duplicated, to prevent cluttering

[*]ADDED: First person camera mode - This does NOT mean cockpit or bridge view though. This camera mode is similar to the mounted camera, but you cannot see the ship at all. Should be useful when using smaller ship classes.

[*]ADDED: Convoy escort freelance mission

[*]Mission spawn markers added to region files

[*]Freighter and freightliner ship classes added to regions if non already exist in memory

[*]Convoy icon added to the Starchart

[*]Objectives added to convoy ships for easier recognition

[*]Convoy speed increased by 30% when out-of-combat
[*]ADDED: Several text lines to Spg2\Texts\Misc.txt
[*]UPDATED: Further optimization in combat. You should feel a great difference during large-scale fights.
[*]UPDATED: Further performance optimization of Riftways
[*]UPDATED: Further optimized PhysX collision for better framerate, especially in the vicinity of stations and structures
[*]UPDATED: Optimized flares for better framerate
[*]UPDATED: Improved model streaming for faster execution
[*]UPDATED: All scripts are now compressed to further improve performance. Uncompressed backups can be found as *.zip archives in the Spg2 folder
[*]UPDATED: Main mission rewards adjusted to follow player progression
[*]UPDATED: Base ship shield regeneration increased for frigates and larger ship classes
[*]UPDATED: Shield reboot time decreased for gunships and corvettes
[*]UPDATED: Due to base shield regeneration changes shield booster equipment now increases regeneration by 200% (down from 400%)
[*]UPDATED: Increased fighter crafts Hull
[*]UPDATED: Increased and rebalanced fighter prices
[*]UPDATED: Rebalanced weapon types for most fighters
[*]UPDATED: Using the speed booster now keeps your current speed percentage stable.
[*]UPDATED: When loading the game all nearby Heroes will be positioned to a safe distance.
[*]UPDATED: Fighters and Interceptors now prioritize firing on enemy Fighters, Bombers, Interceptors BEFORE enemy ships
[*]UPDATED: Bombers now fire ONLY on enemy ships
[*]UPDATED: Slightly increased the chance of a global event firing off
[*]UPDATED: Implemented an additional script check to derelicts to prevent a never-ending stream of pirates protecting their salvage claim
[*]UPDATED: Landing fee calculations. The pricing is mostly the same, but uses different reputation limiters.
[*]UPDATED: Added reputation-based landing calculations for planets Thauria, Nyx, Carthagena and Eanakai
[*]UPDATED: Increased landing fee for freighters and freightliners (2000, 4000 Cr)
[*]UPDATED: Freelance mission marker now states what type of mission it is, instead of simple FREELANCE
[*]UPDATED: Single text length in a script file can now exceed 256 characters
[*]UPDATED: Data recording into log.txt suspended during loading to increase loading speed
[*]UPDATED: NPC AI upgraded. Trader and Miner professions will steer away from a station that is in-combat
[*]UPDATED: Increased the number of security ships near stations (region files changed)
[*]UPDATED: Several optimizations related to traffic density
[*]UPDATED: Wormholes can now be set as destinations on the Starchart
[*]UPDATED: Platforms now accept SetBoardable script function
[*]UPDATED: Several small Starchart marker visual changes
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v1.1000, November 27th, 2014
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[*]FIXED: Several calculation and info display errors related to selling a captured ship before sending it to the garage and selling it from the garage

[*]FIXED: Info panel of a captured ship now properly displays Cargo hold data

[*]FIXED: Several errors where the Schematic panel (lower left HUD) displayed info on empty weapon slots

[*]FIXED: A problem using the Contraband scan panel when playing with controllers, that could potentially cause the game to freeze

[*]FIXED: Fire at will activation sound warning will no longer fire off when attempting to activate Fire at will while in Power to engines

[*]FIXED: A potential error where you could, in some instances pass through asteroids while in Power to Engines and in Go To mode

[*]FIXED: A sound related error that could sometimes occur that manifested as crackling noise, usually happening when passing sector boundaries

[*]FIXED: Your ship should no longer have pathfinding problems when in Go To mode. No more circling around stations.

[*]FIXED: Several smaller memory leaks to increase overall game stability

[*]FIXED: An error with object markers being displayed in front of you, when in fact the object is behind you

[*]FIXED: Sub system targeting keyboard shortcuts are now properly functional

[*]FIXED: Several smaller issues with the Fleet->Ships panel

[*]FIXED: An error that prevented the player from mounting Blazar heavy weapon onto his/her ship

[*]FIXED: Several errors in the German localized version that didn't switch text tokens properly in some instances (<RegionName>)

[*]FIXED: A Reputation and Mercenaries related problem that could prevent you from hiring mercenaries, or to display their alignment properly

[*]FIXED: A problem with UI sliders that would cause you to affect one slider even if you were hovering the mouse over another one

[*]FIXED: A problem that could prevent you from using Scavenger swarm via the context menu

[*]FIXED: Several errors with Enhancement bonuses not being displayed until anchoring

[*]FIXED: Revenge is sweet achievement now works as intended.

[*]FIXED: No galaxy for old men achievement now works as intended. Veterans now spawn in Gemini more frequently

[*]FIXED: It's raining death achievement now works as intended.

[*]FIXED: Homewrecker achievement now works as intended.

[*]FIXED: Friendly fire frenzy achievement now works as intended.

[*]FIXED: You da boss! achievement now works as intended

[*]FIXED: An error related to the Bookworm achievement that prevented it from saving properly

[*]FIXED: Salvaging a derelict with the Scavenger swarm is now properly taken into account in regards to the linked achievement

[*]FIXED: A problem that in some instances prevented you from installing heavy weapons onto the Adhara chassis

[*]FIXED: A problem that in some instances prevented you from installing heavy weapons onto the Medusa chassis

[*]FIXED: An error with calculating bonuses on some achievements that actually caused penalties instead of bonuses (Power to engines charge-up time)

[*]FIXED: An interface glitch that caused the Cloaking field system icon to display wrong in some instances on the Fleet panel

[*]FIXED: A discrepancy with the Loading bar progress that made it look like the game stopped working, but in fact the loading bar wasn't 100% synced with the actual loading
[*]FIXED: Platforms can no longer easily see cloaked ships and attack them on sight
[*]FIXED: Several errors in the Russian localization
       [*]Some custom keymapping could get overwritten
       [*]Several problems with overlapping text
       [*]Skill and Perk titles on their corresponding tooltips are now properly displayed in Russian
       [*]Waypoint is now properly named in Russian instead of English on target lock
       [*]Asteroid is now properly named in Russian instead of English on target lock
       [*]Several Wrong base link errors that could occur in some instances
[*]ADDED: You can now target-lock enemy fighters
[*]ADDED: You can destroy enemy fighters with heavy weapons and the Atlas Defense Fields
[*]ADDED: NPCs can now launch fighters
[*]UPDATED: Grappler System disabled text changed to System damaged to prevent confusion
[*]UPDATED: NPCs don't use mines, SETH platforms or fighters before player reaches level 10
[*]UPDATED: Added a chance to be attacked by hostiles during Science and Maintenance Freelance missions
[*]UPDATED: Fighters have new object markers
[*]UPDATED: Atlas Defense Field effective radius increased to 450
[*]UPDATED: Travel Agent achievement works as intended. Becoming neutral/friendly with each faction is now possible in freeroam and in the campaign mode (but AFTER completing the storyline)
[*]UPDATED: Assassins random encounter ships now properly decloak and do not simply appear
[*]UPDATED: NewGame.sgs file (Freeroam new game definition file) changed to allow becoming neutral/friendly with all existing factions
[*]UPDATED: Anchoring on stations now automatically deactivates cloak
[*]UPDATED: Riftways optimized to increase game performance
[*]UPDATED: Collect all now checks if there are any ship systems and/or Equipment in the loot and collects it regardless if you don't have enough space in cargo hold to collect potential Commodities
[*]UPDATED: Changing Energy distribution to increase speed during Power to Engines now automatically increases speed to maximum
[*]UPDATED: Landing on planet Trinity during the initial campaign mission is now free-of-charge
[*]UPDATED: Light weapons rebalanced
     [*]beams are now efficient and (almost) on par with other weapons (they still stay the weakest because of instant hit mechanic)
     [*]weapons are now put in weapon grades(so grade 5 beam should fit the grade 5 railgun strength)
     [*]energy costs are changed
     [*]big pricing changes
[*]UPDATED: heavy weapons have received reload time buff to make them more interesting to players
[*]UPDATED: some heavy weapons changed
[*]UPDATED: Ship weapon battery changes for specific ship classes, with some freedom of numbers around the base values
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v1.0009, November 18th, 2014
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[*]FIXED: Numerous errors in the Polish localization
[*]FIXED: Fire at Will no longer target your mercenaries if your reputation is Unlawful

[*]FIXED: Allied ships no longer attack your deployed SETH platform
[*]FIXED: SETH platform properly applies friend<->foe checks if you suddenly attack an allied ship and it turns hostile
[*]FIXED: Waypoint missing problem on Giant leap main mission should no longer appear (additional script added to make sure)
[*]FIXED: Several translation errors in the Russian version
[*]FIXED: Several translation errors in the German version
[*]FIXED: Several database errors in the German version
[*]FIXED: A potential problem with sound effects becoming garbled when near a TGate
[*]FIXED: Lure of the Lens potential problem where you couldn't destroy Clearmont station
[*]FIXED: A potential problem that caused Fog of War to reappear on explored sectors
[*]FIXED: A problem where Ferry freelance mission item does not appear in inventory, when planets are involved
[*]FIXED: Several errors with starchart labels overlapping
[*]ADDED: Station assault freelance mission
[*]ADDED: Station defense freelance mission
[*]ADDED: Fire at Will HUD icon now blinks to be more visible when you're attempting to use light weapons while Fire at Will mode is active
[*]ADDED: Ships and platforms now have new object markers to make them more distinct from other game objects
[*]ADDED/MODDING: AI Assembly helper application to game root directory. This is used to edit and create new behavior files (full modding documentation is to follow)
[*]ADDED/MODDING: Scripterion helper application to game root directory. Use this if you're into scripting in SG2. It shows all available script functions with descriptions and examples.
[*]UPDATED: Drastically improved NPC AI behavior
        [*]They can now dynamically assess the situation and choose an according course of action.
        [*]The choices they make differ on their faction and profession
        [*]Sets of abilities and items that have, until now been reserved solely for the player, are now also available for use to the AI
        [*]NPCs can use skills
        [*]NPCs can use equipment
        [*]NPCs from different factions/professions make different choices
        [*]Since we have opened up a lot of possibilities for the AI, we'll keep a closer look on balance in combat and tweak things accordingly. AI improvements won't stop here as well - you can expect further improvements in this area!
[*]UPDATED: Turret view camera mode is now properly usable when playing the game with controllers (for the Xbox360 controller)
        [*]when in turret view - hold LT and use the right analog stick for rotating the camera.
[*]UPDATED: Energy redistribution panel is now properly usable when playing the game with controllers (same as Skills/Items at the bottom of the HUD)
        [*]Hold LT and use the left analog stick for redistributing power.
[*]UPDATED: Orpheus mine buffed to increase usefulness
[*]UPDATED: Options->Video->Presets now work as intended
[*]UPDATED: Post processing option in the Options->Video panel now affects more features to increase framerate when lowering this setting
[*]UPDATED: Options->Video->Environment detail and Model detail options optimized on lower settings to increase framerate
[*]UPDATED: SETH platforms work properly for quest related ships

[*]UPDATED: Several changes in the Freelance mission generator to reduce chance of missions NOT appearing
[*]UPDATED: Increased duration of special warnings (for example when you lose troopers when undocking from stations)
[*]UPDATED: Colliding with stations now deals shield/hull damage
[*]UPDATED: Shield indicator now longer shows some objects to have shields, when in fact they don't (planets, structures...)
[*]UPDATED: Increased Blueprint drop rate when scanning anomalies
[*]UPDATED: Reduced chance of an event taking place when undocking from stations and planets
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v1.0008, October 31st, 2014
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[*]FIXED: PTE is now properly shut down when anchoring
[*]FIXED: Fleet->Systems panel now shows accurate information related to fighter wings
[*]FIXED: Heroes can now be properly targeted when using controllers, by using Target nearest enemy
[*]FIXED: Bridge officer will no longer notify you that you destroyed another hostile when destroying one of your mercenaries
[*]FIXED: Mercenaries now repair Hull when you anchor on a planet or station
[*]FIXED: You can no longer issue Anchor command on a hostile station via the Starchart
[*]FIXED: A problem where the main menu would hang if you have multiple controllers plugged in at the same time
[*]FIXED: An exploit/bug when using controllers that allowed you to select and sell/unmount non-existing ship systems when using controllers
[*]FIXED: Selecting and using the Riftway button on the Starchart with controllers is now possible as intended
[*]FIXED: Icebreaker achievement now works as intended and does not trigger after colliding with a single asteroid
[*]FIXED: An error related to Guardial angel achievement
[*]FIXED: The Shipping magnate achievement now works as intended
[*]FIXED: The You da boss! achievement is now fully functional
[*]FIXED: An error that caused achievements to provide a penalty on PTE charge-up time instead of a bonus
[*]FIXED: An error related to Artefact vaults that caused several potential problems if you transported onto any of them
[*]FIXED: An error that caused your new ship to have more than its maximum Hull when transferring command
[*]FIXED: Model detail and LOD distance now work properly. More work on optimization is planned.
[*]FIXED: You can no longer anchor on a station if you attempt it via the Starchart, if combat begins on the way there
[*]FIXED: A scrollbar is now added to the News panel to prevent sections of the text from being unreadable
[*]FIXED: An exploit related to Heavy weapons and their ammo, when switching to a different heavy weapon
[*]FIXED: Contraband scans can no longer happen during cutscenes to prevent the game from being left hanging or even crashing
[*]FIXED: Numerous overlapping text issues in the Russian localization
[*]FIXED: Several malfunctioning collision meshes

[*]FIXED: Torrent surfer perk now properly displays the increased jump range on the Starchart
[*]FIXED: Wolverine's cloak field generator no longer has 0 Hitpoints, but proper amount
[*]FIXED: Several minor GUI usability issues
[*]FIXED: An error that occurred when activating Fire at Will, causing the first shot to target the wrong location
[*]FIXED: An error that caused object information to be displayed wrong on the object info panel
[*]FIXED: Game controls are now properly deactivated during cutscenes and some dialogs when using controllers
[*]FIXED: An issue that could potentially cause the game to crash immediately after the Campaign intro movie
[*]UPDATED: Now you see me... achievement made slightly easier to achieved
[*]UPDATED: Attacking neutral ships will now trigger a reaction from other nearby neutral ships of the same faction
[*]UPDATED: Moved Salem station away from the asteroids, so they don't immediately break on loading and leave collectible loot
[*]UPDATED: NPCs' chance of forcing player out of PTE now depends on player experience level and difficulty setting
[*]UPDATED: Heroes now repair their Hull while out of combat
[*]UPDATED: Campaign intro movie in the Polish localization now comes with subtitles
[*]ADDED: HUD Power indicator now has a corresponding tooltip to show precise numeric information
[*]ADDED: Game automatically chooses the stronger graphics card if more than one is available (This is especially important for players that have IntelHD in their computer!)
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v1.0005, October 16th, 2014
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[*]FIXED: An error in the Rift skill activation script that could potentially cause a crash
[*]FIXED: Mission location on the Captain's log panel and on Mission info panel are now displayed properly
[*]FIXED: Numerous errors related to popping up tutorial panels, that could potentially cause the infamous black screen of freeze
[*]FIXED: Several other potential instances where the black screen could appear
[*]FIXED: A memory leak related to sector streaming
[*]FIXED: The infamous ghost planet should no longer appear. If it does, the game log should catch the problem in more details.
[*]FIXED: Several smaller memory leaks
[*]FIXED: An error related to enhancements that could potentially cause crashes
[*]FIXED: Numerous issues in the localized versions
[*]FIXED: Numerous smaller errors in the campaign
[*]FIXED: Several errors in the UI system that could potentially cause crashes
[*]FIXED: Numerous database errors that caused wrong bonuses to be assigned to enhancements
[*]FIXED: Bookworm achievement is now achievable properly by any related means, and not just by waiting for each tutorial to pop-up
[*]FIXED: You can no longer gain 2 loot drops by first sending in your scavenger drones and then destroying the derelict before scavenging was finished
[*]FIXED: An error that could potentially cause friendly ships to turn against you when you're boarding a hostile ship near a station

[*]FIXED: An error on the Starchart panel related to perpetual panning after closing the Starchart and opening it up again
[*]FIXED: Mercenaries will no longer conclude you're dead when transferring command to a different ship (from the garage for instance)
[*]FIXED: Numerous errors on displaying GUI when using controllers
[*]FIXED: A controller related error that prevented overwriting an existing save file
[*]FIXED: Numerous other controller issues
[*]ADDED: Polish localization is now available (text only)
[*]ADDED: Riftway network is now visible on the Starchart. A button on the main Starchart panel can toggle its visibility. The visuals will likely be changed.
[*]ADDED: Maximum attainable experience level raised to 80
[*]UPDATED: Slight changes done to the blueprint drop scripts. Further improvements pending.
[*]UPDATED: Review button removed from the main menu
[*]UPDATED: Allied ships now attack platforms
[*]UPDATED: Allied ships no longer attack a ship you're trying to capture
[*]UPDATED: Fire at will also ignores a ship you're trying to capture, BUT(!) Marking the target overrides that safety lock and Fire at will in that case fires at the ship
[*]UPDATED: Game log records some extra data to help us find some problematic bugs
[*]UPDATED: Platforms are now properly included in the Fire at will routine
[*]UPDATED: Reputation change system (when destroying ships, declining contraband drop etc.) is now completely controlled via script to ensure proper execution (Spg2\Scripts\AddReputation\...)
[*]UPDATED: Increased the max available quantity of every individual commodities on all stations to increase potential trader profit
[*]UPDATED: Tutorial pop-ups are now spread out over the starting campaign mission and linked to other events as intended (when first entering an asteroid field, when first encountering a derelict...)
[*]UPDATED: Heroes/Bounties will no longer harass you while you're on a storyline mission
[*]UPDATED: Mercenaries now attack platforms as intended
[*]UPDATED: Credits movie updated with several new people that helped us over the last few weeks
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v1.0004, October 7th, 2014
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[*]FIXED: Numerous smaller and larger campaign related issues in all missions
[*]FIXED: Waypoint missing after loading problem
[*]FIXED: Wrong objective displayed after completing a mission
[*]FIXED: Numerous potential crashes fixed related to the second map
[*]FIXED: Numerous potential crashes fixed related to the primary map
[*]FIXED: Numerous memory leaks plugged
[*]FIXED: A potential crash when leaving mission area during a mission
[*]FIXED: A potential error resulting from choosing Freeroam after leaving mission area on the second map
[*]FIXED: Several smaller issues with wrong region being displayed in the captain's log when looking over campaign missions
[*]FIXED: Fixed several potential corrupt saves instances
[*]FIXED: Eridan freighter Hull reduced to proper levels
[*]FIXED: An error related to mesh loading that could in some instances cause the game to crash
[*]FIXED: Mercenaries shoot on your enemies as they're supposed to
[*]FIXED: LUPUS fighter wing now works as intended and does not crash the game

[*]FIXED: Orca now has a fully functional single-slot hangar
[*]FIXED: Missing station schematic added
[*]FIXED: Eridan freighter Hull reduced to proper levels
[*]FIXED: Mission waypoints should now all appear normally when loading and restarting the game
[*]FIXED: The black screen problem in several more instances (when loading autosave while a mission is active and player is inside the first mission area AND entering the mission area triggers a combination of cutscene and story panel)
[*]FIXED: Several potential corrupt saves instances
[*]FIXED: Voltra is now properly vulnerable to heavy weapons
[*]UPDATED: Mercenaries marked with specific color
[*]UPDATED: Environment detail settings now affect the number of junk pieces and asteroids and riftway visibility range to improve performance
[*]UPDATED: Riftway to make it easier to leave it
[*]UPDATED: Auto-pilot improved so it shouldn't be making merry-go-rounds around stations (there are still several known instances where it can ram into a station so this is next on the agenda in that part)
[*]UPDATED: Wormhole now slowly turns the ship it is dragging towards itself
[*]UPDATED: Increased chance of getting a blueprint part if you already have at least one identical part in you inventory when blueprint is dropped
[*]UPDATED: Blueprint drop rate slightly increased
[*]UPDATED: Blueprint drop rate when salvaging derelicts via equipment is now within normal parameters (forcing execution of script to make sure)
[*]UPDATED: Riftway system optimized to improve performance
[*]UPDATED: Reduced Experience gain when destroying ships.
[*]UPDATED: Increased Credits gain for Freelance missions
[*]UPDATED: Implemented several more checks to make sure items made available by blueprints are properly available on stations/planets
[*]ADDED: Borderless window mode
        [*]Edit StarpointGemini2Configuration.cfg and change BorderlessWindow parameter to 1(on) or 0(off)
        [*]WindowStartPosition (x | y) sets the borderless window position when starting the game
[*]ADDED: Objective deletion via scripts to remove obsolete objectives
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Update v1.0000
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[*]FIXED: When story panel is activated, PTE is shut down and audio volume is lowered
[*]FIXED: Game is paused when Mission failed panel is active
[*]FIXED: Fire at will mode is automatically deactivated when a cut-scene starts
[*]FIXED: Freelance missions are filtered when Reputation is changed
[*]FIXED: Ships and stations change color-coding when Reputation changes
[*]FIXED: Tutorial setting is saved properly
[*]FIXED: Starchart hint is now properly placed when using gamepads
[*]FIXED: Fire At Will with beam weapons fixed
[*]ADDED: Full campaign mode
[*]ADDED: Riftway fast-travel grid
        [*]Simply fly into it and let it carry you.. some maneuvering is required though, since inertia can sling you out
[*]ADDED: Numerous missing sound effects

[*]ADDED: Full ambient soundtrack
[*]ADDED: Full combat music soundtrack
[*]ADDED: Freelance missions deactivated during the first mission in the campaign mode
[*]ADDED: Mercenaries
       [*]You can hire Mercenaries to accompany you
       [*]Be careful to pay them their salaries... or they will leave your service, or alternatively beat you up...
[*]ADDED: Several starting options for the Freeroam mode (character name, ship, portrait)
[*]ADDED: Adding turret now costs money depending on the ship class
[*]ADDED: You can now remove turrets from weapon batteries
[*]ADDED: Autosaves to Campaign mode (when accepting a mission)
[*]ADDED: Cloak while active, now drains ship's power, much like skills
[*]ADDED: Skills are now SUSTAINED(!)
       [*]Skills don't have limited duration anymore, but simply drain power while active
       [*]It is possible in theory to setup your ship that you can sustain a skill indefinitely
[*]ADDED: Try going closer to the suns now. I dare you :P
[*]UPDATED: Boarding mechanics have went through another tweak
[*]UPDATED: NPCs and missions will now spawn according to regional level range
[*]UPDATED: Trooper price increased from 100 to 250
[*]UPDATED: Alarming/Deadly/Impossible enemies granted damage reduction of 10%/20%/30%
[*]UPDATED: Player no longer receives bounty without taking part in battles against Heroes
[*]UPDATED: Enabled rank restrictions for ship classes
[*]UPDATED: Easy difficulty no longer receives a flat hardcoded starting credits.
[*]UPDATED: Loading a game with hull bonus no longer forces the player to repair the difference in hull.
[*]UPDATED: The engineer can no longer receive experience by scanning his own anomaly
[*]UPDATED: Boarding hostile ships is no longer a crime
[*]UPDATED: Clicking on the boarding slot will place a waypoint on the captured ship if that ship is beyond target lock distance
[*]UPDATED: The player can no longer loot a captured ship beyond transporter distance
[*]UPDATED: Player now receives 6%/12%/25%/50% damage from heavy weapons on Easy/Normal/Hard/Extreme difficulties
[*]UPDATED: Player now receives 10%/25%/50% damage from beam weapons on Easy/Normal/Hard difficulties
[*]UPDATED: The recommended level for Missions has a bigger font size and flashes red if the rec. level exceeds player level
[*]UPDATED: The captain info panel will now properly display if the player is unlawful
[*]UPDATED: The log now displays recommended level for missions (in the list)
[*]UPDATED: Mining Beam now deals 100 times more damage to asteroids
[*]UPDATED: Heroes now deal +50% beam weapon damage and +100% damage with all other weapons
[*]UPDATED: Heroes receive 2.5% damage from all NPCs (excluding mercenaries and other heroes) and receive 30% damage from the player
[*]UPDATED: Heroes have reduced bounties
[*]UPDATED: Heroes now have the title "Hero" instead of faction association written on the target lock
[*]UPDATED: Heroes can no longer be boarded
[*]UPDATED: Licenses have been balanced to make more sense
[*]UPDATED: Officers have been rebalanced
[*]UPDATED: New loot system gave more accuracy to the progression system and bonus modifiers from perks, officers and licenses

[*]UPDATED: Combat mode now properly tracked by the gameplay engine
[*]UPDATED: Light weapons damage, shield/hull ratio and price rebalanced
[*]UPDATED: Heavy weapons damage, shield/hull ratio and price greatly rebalanced
[*]UPDATED: Freighter and freightliner class ships cargohold, energy, price rebalance
[*]UPDATED: Systems and ships on station prices rebalance
[*]UPDATED: SETH is now packed with the PlatformGun, rebalanced
[*]UPDATED: Difficulties rebalanced
[*]UPDATED: Rearming heavy weapons now costs credits depending on heavy weapons loaded on the slot
[*]UPDATED: Platforms now carry a PlatformGun, hitpoints rebalanced
[*]UPDATED: Asteroid fields rebalanced
[*]UPDATED: Grappler improved
        [*]You can go into PTE while towing a grappled ship, but increase speed over time or the grappler will snap
        [*]Grappler can still snap if strain is too heavy
        [*]Grappler success depends on ship mass. The larger the ship, the higher the chance of the link snapping
[*]UPDATED: Several optimizations regarding ship's weapons fire and frame-rate
[*]UPDATED: Several ships rebalanced
[*]UPDATED: Lowered Experience gain on destroying ships
[*]UPDATED: Sensitivity lowered when playing with gamepads & joysticks
[*]UPDATED: New loading screen
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Update v0.8004
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[*]FIXED: Audio-related constant framerate drop
[*]FIXED: Framerate drop on looting a captured ship
[*]FIXED: PhysX related problem that could cause framerate drop and in severe cases crash
[*]FIXED: It is now possible to properly save your game when using gamepads or joysticks
[*]FIXED: A potential crash that would happen when your ship is being scanned for contraband, while using gamepads or joysticks
[*]UPDATED: Done some mod-related changes that would usually cause a crash when loading a saved game created using mods, but trying to load it without those mods. The solution is NOT perfect in some cases, but the goal was to prevent crashes.
[*]UPDATED: Log now records more data to make it easier to hunt for bugs.
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v0.8002, September 14th, 2014
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[*]FIXED: The screeching evil sound from hell should not appear anymore. If it does, let us know please.
[*]FIXED: Several more issues with the music streamer to make it more reliable and overall the game more stable
[*]FIXED: Several text errors in both German and Russian localizations
[*]FIXED: Several setting in the General options decided they won't get saved. This is repaired.
[*]FIXED: The orange main menu problem should no longer appear.
[*]ADDED: Combat music
        [*]Music now changes to combat music when fighting ensues

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v0.8001, September 12th, 2014
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[*]FIXED: An issue where destroying ships that spawn a derelict, caused outlaw looters to appear, which in turn could create an endless stream of outlaw looters. Several more script checks implemented.
[*]FIXED: Tzar carrier hangar parameters fixed and tweaked
[*]FIXED: Heavy weapon blast radius now deals damage to the object that was actually hit
[*]FIXED: Ice asteroids now use appropriate destruction visuals
[*]FIXED: A script problem where in certain instances a for loop never activated.
[*]FIXED: A crash related to Caridad station. Its parameters were all messed up
[*]FIXED: A crash that occurred if capturing a grappled ship that was on the verge of breaking grappler hold (distance)
[*]FIXED: A bug that resulted in player ship not being visible on loading game after dying
[*]FIXED: A a bug related to the Capture freelance mission that resulted in game crash
[*]FIXED: Ship sell price, when selling immediately on docking and when selling from the garage is now identical
[*]UPDATED: Blueprint part drop rate
        [*]Based on feedback, drop rate of blueprints is increased in all instances
        [*]Blueprint parts can now be acquired by hacking structures
        [*]Blueprint parts can now be acquired by transporting onto structures
        [*]Blueprint parts can now be acquired by scanning anomalies
[*]UPDATED: Loot drop system changed
        [*]Loot drop definition files completely changed to make it easier to balance
        [*]Loot drop now depends more on experience level and target type
[*]UPDATED: Orpheus mine damage is generally reduced, but damage now depends on player level
[*]UPDATED: Damage of the SETH deployable platform now depends on player level
[*]UPDATED: Station will no longer call in a large security force to deal with you if you caused problems near it. The numbers are tweaked, largely based on player level.
[*]UPDATED: If a station doesn't have any friendly ships nearby, security forces will no longer show up
[*]UPDATED: Destroying bounties that are hostile towards you no longer yields negative reputation change
[*]UPDATED: Reset general settings confirmation box text changed to display appropriate text.
[*]UPDATED: Ship, structure and station shaders to improve material glow quality
[*]UPDATED: Spire station now only offers lawful licenses
[*]UPDATED: Tortuga Bay station now only offers outlaw licenses
[*]UPDATED: Nebulas optimized some more. More specifically, when inside a nebula, other nebulas are not rendered
[*]UPDATED: Mission objective text that appears next to a mission-related object, is no longer hard-coded, but is taken from misc.txt file
[*]UPDATED: Numerous texts in the German and Russian localizations
[*]UPDATED: Removed Evasion parameter from defense platform files (*.def)
[*]UPDATED: Increased chance of triggering global events that are related to prices and trading to make the market more lively
[*]UPDATED: NPC ships now come with a full complement of Troopers, making them harder to capture (further updates will bring other balancing)
[*]ADDED: Big picture mode & full controller support
        [*]Simply plug in a gamepad or joystick and restart the game

[*]You're offered a different control scheme which makes it possible to choose how you want to control the various game panels

[*]Using controllers is possible in both control schemes

[*]Further tweaks, improvements and manufacturer presets will be done based on feedback

[*]ADDED: Artefacts

[*]Artefacts can now be collected from special structures scattered around Gemini

[*]Collecting all artefacts yields a special reward

[*]ADDED: Another optimization pass focused mostly on sector-to-sector streaming

[*]Model streaming implemented

[*]Audio streaming implemented

[*]Script files compressed

[*]ADDED: Twin suns now shine over Gemini from its center (will be further graphically improved)

[*]ADDED: Confirm resolution change panel can now be closed and resolution change can be cancelled

[*]ADDED: A new type of encounter into the game world, generated randomly, but with certain conditions

[*]ADDED: Scanning anomalies can now cause a revenant to drop out of rift space (can be either friendly or hostile)

[*]ADDED: Info panels for stations, structures, planets, derelicts and anomalies

[*]ADDED: Leviathan is now placed into the game world

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v0.8000

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[*]FIXED: Several errors in weapon range calculations

[*]FIXED: An error where names of nebulas were not shown on the Starchart

[*]FIXED: NPCs start firing weapons at more appropriate distances and not from miles away

[*]FIXED: Your own SETH platforms will not shoot each other

[*]FIXED: Beam weapons now work in Fire at will mode as intended

[*]FIXED: NPCs no longer have impossible weapon range when using beam weapons

[*]FIXED: An issue where the planetary screen gets overlapped with the station interface overlay

[*]FIXED: Material editor->Ship editor now saves trail parameters as intended

[*]FIXED: Station color-coding (friendly, hostile, neutral) is now equivalent in the main viewport and on the Starchart

[*]FIXED: An error related to Weapons energy refill and Weapons downtime, where the two could get swapped in-game

[*]FIXED: Equipment modifiers are now nullified on loading as intended

[*]FIXED: An error that would manifest in an NPC ship powering up Power to Engines, but remaining in the same position

[*]FIXED: Damage effects are now properly removed from the ship on repair

[*]FIXED: An error that could crash the game when clicking on a mission icon in the starchart

[*]FIXED: An issue with mission completion notification being displayed wrongly

[*]FIXED: A bug related to Steam Workshop integration and updating mods that could cause the game to crash

[*]FIXED: Grappling a captured ship no longer turns every neutral or allied ship against you

[*]ADDED: Blueprints

[*]You can collect blueprints pieces from various sources (more will be added over time)

[*]Once you collect enough pieces, a complete blueprint will be assembled in your Items list automatically

[*]After that, simply dock on any station or planet, and you will find that something new is available for purchase (depending on the blueprint)

[*]Blueprints are used up in the process

[*]Blueprints available: light weapons, heavy weapons, enhancements for all primary systems, an officer, fighter crafts

[*]ADDED: Energy redistribution shortcuts to Options->Controls. They are NOT set by default. Set them manually!

[*]ADDED: NPCs can now drop Orpheus mines. Frequency greatly depends on player level and difficulty setting.

[*]ADDED: Explosion shockwaves can now impact asteroids and junk pieces

[*]ADDED: Sporadic lightning flashes inside nebulas

[*]ADDED: Profession parameter is now shown on the Quick scan

[*]ADDED: Several skill modifiers changed/added

[*]Sensor jam

[*]Virus (Chance to drop target's shields on hit)

[*]Life support sabotage (Reduce target's troop effectiveness)

[*]Mainframe shutdown (Chance to completely shut-down target on hit)

[*]Disabling shockwave (Range set to 600)

[*]Energy drain => Power drain

[*]Scramble now states Chance to disable weapons on successful hit

[*]Disabling hit now states Drain target's battery energy (% per second)

[*]Disabling hit

[*]Tracer round

[*]Razor

[*]ADDED: Additional Perks are now fully functional

[*]Hawkeye

[*]Collector

[*]Space wolf

[*]Torrent surfer

[*]Large vessels

[*]ADDED: Officers that used the same bonuses as the above Perks are now also fully functional

[*]ADDED: Another difficulty level added. This is mostly ground work for future use.

[*]ADDED: Several game version checks to comply with latest Steam API

[*]ADDED: Several notifications (entering hostile territory) received a boost to be more noticeable

[*]ADDED: Ship is automatically decloaked when anchoring on stations/planets

[*]UPDATED: Grappling a friendly/allied ship is now treated the same as if you were boarding it

[*]UPDATED: Accuracy mechanic. Increased weapons fire spread on longer distances.

[*]UPDATED: Game log records more data to catch potential problems.

[*]UPDATED: Repairing your ship on a station or planet now removes the effects of Radiation and EMP damage.

[*]UPDATED: NPCs accuracy improved

[*]UPDATED: Bounties improved weapons (enhancements)

[*]UPDATED: Jumping away from a captured ship makes it highly possible for that ship to regain control and flee

[*]UPDATED: NPCs now carry less Equipment

[*]UPDATED: Strong gravitational pull is now only possible if influenced by a wormhole

[*]UPDATED: SETH platform now has limited duration before it self destructs. This is to prevent a potential mem-leak

[*]UPDATED: Nebulas are now limited to 120 particle patches at a time to improve performance
[*]UPDATED: Nebula particles orientation
[*]UPDATED: Several nebulas modified specifically to improve performance (Gulf)
[*]UPDATED: Tweaked experience gain with trading
[*]UPDATED: NPC random encounter spawning system now takes into account more variables and relies more on player level, but also on difficulty settings
[*]UPDATED: (Permanent) Quick Target Scan is now active by default
[*]UPDATED: When stations react to nearby trouble (someone starting a high-tech space cannon brawl), instead of reaching out to the faction in control of the region, they simply call their own reinforcements.
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v0.7022
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[*]FIXED: SETH related (entire equipment database actually) had numerous errors in German and Russian localized version that caused the game to crash.
[*]FIXED: Moving panels was not possible on some screen resolutions
[*]FIXED: An error that could cause the game to crash while using Loot panel
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v0.7021
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[*]FIXED: Weapon battery bug. There was a mixup with system parameters. Thanks for the assistance Ryouchan!
[*]ADDED: Mounted camera. You can cycle to with with the Switch camera button. IMPORTANT FOR MODDERS: Mod ships are now one version behind in the *.shp file. Check one of our ship files to see the new Mounted camera parameters. The game won't crash, but the camera won't be available in-game until this part is added to the file!
[*]UPDATED: Nebulas slightly optimized
[*]UPDATED: Flares optimized (ONLY on Low environment detail setup)
[*]UPDATED: Game log now records more data used for hunting down mem-leaks and other issues
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v0.7019, 11th July, 2014
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[*]FIXED: An issue with only one fighter craft in a wing firing, while the others were just flying about like nothing important is taking place
[*]FIXED: An error where ship markers would not change color to red even if they became hostile to the player
[*]FIXED: A bug where a ship would turn back to friendly after the player left its vicinity
[*]FIXED: Material editor -> Ambient editor Save and Load buttons are displayed correctly
[*]FIXED: A problem where fighters would not acquire targets on-the-fly, but only on launch
[*]FIXED: An instance where not all fighters would return to their carrier when recalled
[*]FIXED: An issue where ships would first turn hostile when attacking them, but then they turned back to neutral/allied after you destroyed one of their ships
[*]FIXED: A bug in the Material editor where flares and lights from an old ambient remained in the new one, on loading the new ambient
[*]FIXED: Planet icons now highlight properly on the Starchart
[*]FIXED: Slow rate of firing at allied NPCs will no longer make them revert from hostile back to allied

[*]FIXED: A text overlap issue when smuggling onto planets fails
[*]FIXED: An issue where the Planetary customs panel would overlap some other opened panel
[*]FIXED: An issue where the Loot panel would overlap some other opened panel
[*]FIXED: Ship system prices are now displayd as intended on both the Drydock->Systems tab as well as the Drydock->Loadout tab
[*]FIXED: PTE temporarily disrupted notification is now properly displayed when the disruptor hits and NPC
[*]FIXED: An error with Engineer skill Hack, more specifically the modifier Immunity. It now works as intended.
[*]FIXED: Deleting models and particles from an assembly via the Material Editor now works as intended
[*]FIXED: Last seen info for bounties now shows appropriate info instead of the place-holder value
[*]FIXED: An issue regarding physics engine that caused problems in calculating collisions with large objects like stations
[*]FIXED: A memory leak occurring when hitting a ship, that could potentially cause the game to crash
[*]FIXED: F2 no longer activates the Phaseshift effect on the player's ship
[*]FIXED: anomaly SetPosition function now works as intended
[*]FIXED: Add turret button is now greyed out and unusable when a hangar slot is selected
[*]FIXED: A physics error where a derelict created when a ship explodes would push the ship faaaaaaar away
[*]ADDED: Camera now shakes while in Power to Engines
[*]ADDED: All Nebulas are now added to the game map
[list]
        [*]Gas pockets that can be found inside nebulas can be Scanned and then Collected as loot
        [*]Nebula collector equipment can be used on the gas pockets for increased collecting yield
        [*]Nebulas are visible on the Starchart, but can be toggled with the button on the top-right
panel
[/list]
[*]ADDED: Junkyard is now visible on the Starchart
[*]ADDED: Phaseshift equipment is now available for purchase on numerous stations
[*]ADDED: Scavenger nanobots equipment is now fully operational
[*]ADDED: There is a chance that you will jump into the wrong location when passing through a wormhole
[*]ADDED: If you have the Free scientist license, you will now get paid for each anomaly you scan
[*]ADDED: Some Experience is rewarded when trading
[*]ADDED: Ship markers on the radar now fade-in when they appear
[*]ADDED: Depending on cargo value and other region-based parameters, it is possible for you to get ambushed by outlaws trying to get your cargo
[*]ADDED: VO warning is now heard when your Troopers are in trouble
[*]ADDED: More situations now affect player Reputation change, governed by a new database
[*]ADDED: Soft-particles make nebulas blend better with other objects
[*]ADDED: Camera shake slider in the Options
[*]ADDED: You can now encounter various battle encounters while flying about. Warzones have higher chance of appearance, but still... be careful ;).
[*]ADDED: Several new micro-events that can happen when you're undocking from a station. A lot more will be added over time.
[*]UPDATED: Station equipment stock no longer replenishes each time player undocks
[*]UPDATED: Stations will now also turn hostile if you start attacking its friends in the vicinity
[*]UPDATED: Cloaking no longer reverts attacking ships back to neutral/allied

[*]UPDATED: There is a chance that cloak is deactivated when colliding
[*]UPDATED: Cloak is automatically deactivated when grappling a target
[*]UPDATED: Contest bounties now have proper OnSeen and OnKilled news texts
[*]UPDATED: Numerous tooltips to display useful information
[*]UPDATED: Skill hint tooltip to be properly displayed in all versions
[*]UPDATED: Chase camera shortcut transferred from Boarding into Views section in the Options->Controls panel
[*]UPDATED: Heroes/bounties are now always hostile towards the player
[*]UPDATED: PTE no longer remains active after passing through a wormhole
[*]UPDATED: Cloak no longer remains active after passing through a wormhole
[*]UPDATED: Saved games list is now sorted by date instead of alphabetically
[*]UPDATED: Numerous typos and errors in both German and Russian localizations
[*]UPDATED: Derelict cool-off shader effect
[*]UPDATED: Outlaws that appear to claim a derelict, will no longer attack you if you're on good terms with them
[*]UPDATED: Structures now have increased Hull
[*]UPDATED: SETH activation now has its own animation as intended
[*]UPDATED: Additional in-script checks are made to prevent continuous spawning of ships near derelicts, stations and structures that was possible in some instances, eventually leading to the game crashing
[*]UPDATED: Numerous ship textures and materials for improved visuals
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v0.7015, 19th June, 2014
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[*]FIXED: Player ship customization parameters are now properly saved and loaded
[*]FIXED: An error where the game could crash when using Give, Take or Take All actions on the Loot panel
[*]FIXED: An error where ship price wasn't adjusted properly until redocking, after purchasing a License that modifies ship prices
[*]FIXED: An issue related to game date being saved, loaded and displayed wrongly after loading a game
[*]FIXED: Ships no longer get damaged when Transferring command
[*]FIXED: Grappler will no longer deactivate automatically after capturing a grappled ship
[*]FIXED: A problem where SETH platform only attacked ships that were hostile towards the player when the platform was released
[*]FIXED: An problem where changing resolution in-game and resetting controls could cause cursor issues
[*]FIXED: Heavy weapons no longer disappear from the ship if leaving a station when the heavy weapon ammo was depleted
[*]FIXED: A graphical error on a flare texture
[*]FIXED: An error where junkyard name was wrongly displayed in several instances
[*]FIXED: Kojima model is now properly rendered in the Drydock screen
[*]FIXED: A tooltip no longer appears when hovering the mouse over empty light weapon battery slots
[*]FIXED: A critical error in the script system that could, in some instances, cause any script that uses pause to malfunction
[*]FIXED: An error/exploit where jettisoning commodities added +2 commodities per stack
[*]FIXED: An error that occurred when displaying mod information
[*]FIXED: An issue with beam weapon effects that left them hanging in space

[*]FIXED: The Reputation panel now displays outlaw faction info as intended
[*]FIXED: Heroes can now be dragged with the Grappler across sector borders
[*]FIXED: Energy transfer setup now resets on loading or starting a new game after already playing a session
[*]FIXED: Rearming heavy weapons cost is now added into expenses on the Finances tab as a part of Purchases
[*]FIXED: Asteroids and junk pieces are now properly calculated in the PhysX system
[*]FIXED: An issue where using Go To command on the Starchart placed the target waypoint in the wrong location
[*]FIXED: Rift skill now works on Heroes as intended
[*]FIXED: A problem where NPCs would spawn at the same location when player uses T-Drive
[*]FIXED: Available officers list in the Hiring section of stations/planets can now be scrolled
[*]FIXED: Double-clicking on the Exit button of the Starchart no longer leaves the Starchart context menu open
[*]FIXED: A problem where the ship was left on fire after docking
[*]FIXED: Sit-rep notification after passing through a Wormhole will no longer appear if there is nothing to actually report
[*]FIXED: Numerous text errors in all game versions
[*]FIXED: A problem where anomaly effect was left active even after an anomaly had disappeared
[*]FIXED: Numerous errors in German translation pack where wrong text was displayed
[*]FIXED: A potential memory leak in scripts, where several ships bearing the same keyname could exist at the same time
[*]FIXED: A problem where some structures and stations were placed too close to each other which caused their labels to overlap on the Starchart (more such instances remain and will be fixed)
[*]FIXED: A problem where ship maneuverability was reduced on lower framerate
[*]FIXED: An instance where a derelict name wasn't displayed properly
[*]FIXED: A problem where the number of Troopers lost while passing through a wormhole was displayed wrongly
[*]ADDED: NPCs can now appear using T-Drive
[*]ADDED: New asteroid explosion sounds
[*]ADDED: Ship explosions can now cause damage to nearby ships
[*]ADDED: Asteroid explosions can now cause damage and/or other effects to nearby ships
[*]ADDED: Derelict explosions can now cause damage to nearby ships
[*]ADDED: You can now be hunted by pirate mercenaries anywhere in Gemini. The chance of this event increases with player Reputation.
[*]ADDED: Boarding structures is now possible and can yield rewards and/or trigger global events (more various events will be added)
[*]ADDED: Hacking structures is now possible and can yield rewards and/or trigger global events (more various events will be added)
[*]ADDED: New notification screens to provide info to player when some situation occurs
[*]ADDED: Anomaly scanning can now cause a backfire in the form of a damaging blast (and/or other effects)
[*]ADDED: Hero ships can now be visually customized in advance, like the player's ship (manually in an external file).
[*]ADDED: Several micro events that can occur when leaving stations (more will be added over time).
[*]ADDED: Floating notifications above a boarded ship when a boarding event occurs
[*]ADDED: Blast damage resulting from any explosion can damage nearby asteroids
[*]ADDED: Heavy weapon projectiles try to avoid collision with obstacles

[*]ADDED: Phaseshift Equipment added and can be used. For now only available on Vigo station, near planet Trinity.
[*]ADDED: More bridge officer chatter lines
[*]ADDED: All skills now have activation sound effects
[*]ADDED: Sound effect to Borehole torpedo
[*]ADDED: Flares database added, to allow additional flares (textures) to be added into the game easily
[*]ADDED: Heavy weapon explosions now have effective blast radius and damage with the accompanying visual effect
[*]ADDED: Shield resistances are now displayed with their bonuses on the Drydock->Ship panel
[*]ADDED: Holographic panels placed around most stations
[*]ADDED: Dynamic news system on station holo-panels now dynamically display/change the news they're showing, based on ongoing global events, bounty status and other factors
[*]UPDATED: Station holo-panels visuals
[*]UPDATED: Game world is now more stretched as we begin to use more of the world verticality. This is only the start and more work on that front remains.
[*]UPDATED: Random ship spawning mechanics changed to increase overall traffic, but also allow more tweaks and variation
[*]UPDATED: Now you can die on passing through Wormholes (until now, Hull could never be reduced to 0)
[*]UPDATED: Weapon battery icons changed visually on the Shipyard->Comparison panels
[*]UPDATED: Structures and stations can now be targeted/selected more accurately
[*]UPDATED: Cloak can now disengage automatically if a collision occurs
[*]UPDATED: Fire at Will now takes into account if a target is Marked. There is still a chance for your gunners to fire on other hostiles.
[*]UPDATED: Purchasing new Equipment that you already have mounted on the quickbar, now automatically adds the new equipment to the mounted one
[*]UPDATED: Ship is now properly oriented when exiting a wormhole
[*]UPDATED: Ship system value is now calculated in the ship sell value
[*]UPDATED: Increased structure hitpoints
[*]UPDATED: Visual shockwaves optimized for better performance and lower graphics RAM usage
[*]UPDATED: Increased Consumables prices
[*]UPDATED: Increased Ore prices to make mining a more viable way of earning income
[*]UPDATED: Asteroid chunks flying out from a larger asteroid now have reduced speed so they don't fly as far away as before
[*]UPDATED: Autopilot will now try to avoid collision with any object (we've noticed some errors when avoiding stations, which will be fixed)
[*]UPDATED: Randomly appearing anomalies now disappear when scanned
[*]UPDATED: Licenses now appear in the Available Licenses list even if player is not allied with the faction providing the License
[*]UPDATED: Critical hit visual effect
[*]UPDATED: Shard and all ice asteroids received a visual overhaul
[*]UPDATED: <RU> Most of the names of light weapons with better translations, with the great help of Noob, our helpful community member
[*]UPDATED: Numerous instances of weirdly translated words with the help of our community members
[*]UPDATED: Some stations now sell more commodities
[*]UPDATED: The game log now records more detailed information to help us in determining potential and realized problems
[*]UPDATED: Reflector textures and shaders tweaked for better visuals

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v0.7014, May 28, 2014
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[*]FIXED: An error where a License purchase cost was displayed as income during the first month of purchase
[*]FIXED: Several errors in the Material editor that prevented several tabs from opening properly
[*]FIXED: Several instances where asteroid field and station name labels were overlapping on the Starchart
[*]FIXED: An error where ship damage particle effects were left hanging after loading/starting a new game when the last ended with player's destruction
[*]FIXED: A saving-related error that resulted in the in-game date to be wrongly saved and displayed afterwards
[*]FIXED: An error in the Loot panel that could cause a crash
[*]FIXED: A script error where the player was notified of losing troopers on passing through a wormhole even if he/she had none to lose
[*]FIXED: Stations Spire, New Sagittarius, Bethesda, Alexandria, Primrose, Mendoza HQ, Hathor, Hephaestus, Niigata, Panama, Orissa, Lunae, Plymouth, Masada, Caridad, Astralis, Delaware, Orleans, Yxaril, Qoseir, Alameda, Hamilton, Xerxes, New Delhi, Capetown, Rotterdam, HeraCorp HQ, Hallifax, Gilgamesh, Tortuga Bay, Waterloo, Solomon, Rayen, Sigil and Montreal now sell Equipment at intended prices
[*]FIXED: All planets now sell Equipment at intended prices
[*]FIXED: Equinox collision meshes re-imported to function properly
[*]FIXED: A script error that prevented a derelict from spawning properly
[*]ADDED: German and Russian localization is now available (errors are possible and please report them to us so we can repair them)
        [*]Right-click on game name in the games list in Steam Client
        [*]Open Properties and switch to LANGUAGE tab
        [*]Choose language
        [*]Please restart Steam Client to make sure it downloads the necessary localization data
[*]ADDED: Chase camera mode that automatically tracks targeted object. Set appropriate shortcut in the Options->Controls menu
[*]ADDED: Leave a nice little gift for your enemies in the form of the powerful Orpheus mine
[*]ADDED: Knock down incoming heavy weapon projectiles with the Atlas defense field
[*]ADDED: PTE disruptor can be used to force ships to drop out of Power to Engines and prevent them from activating it again for awhile
[*]ADDED: Deploy the SETH platform to aid you in crushing your opponents
[*]ADDED: Glossiness can now be altered in the Drydock->Customization panel
[*]ADDED: New models, textures and shaders for the Crysalys asteroids
[*]ADDED: New models, textures and shaders for the Shard asteroids
[*]ADDED: Several elements in the world and sector files, in addition to a new database table, to facilitate better and faster localization to non-English languages
[*]ADDED: Tooltips on visual indicators for camera/selection modes and the Fire At Will command.
[*]UPDATED: Physics
        [*]Player now receives damage when colliding with objects (NPCs will receive this as well after their AI is tweaked to properly avoid collisions)
        [*]Player collision is accompanied with a visual effect
[*]UPDATED: Reduced Experience gain on passing through Wormholes

[*]UPDATED: Ship materials can now be further tweaked in the Drydock->Customization panel (reflection can be reduced much more)
[*]UPDATED: Player now receives proper Reputation (negative or positive) depending on owner faction (when knocking out outlaw structures, you gain Reputation)
[*]UPDATED: Derelict assembly files
[*]UPDATED: Crysalys asteroid field rebuilt according to the new visuals
[*]UPDATED: NPCs no longer commit several contraband scans in sequence
[*]UPDATED: Some GUI panels to accommodate longer German and Russian words
[*]UPDATED: Skill activation visual effects (removed a refractive blast that looked out-of-place on higher ship speeds)
[*]UPDATED: New version of the Mod Manager released
        [*]Mods can now be properly updated, by simply overwriting your existing mod
        [*]Mod picture can now be of larger size to improve image quality on Steam Workshop, while the image scales as needed in-game
        [*]Mod Manager comes with added functionality
[*]UPDATED: Workshop support now fully implemented. Updates to subscribed mods are now automatically downloaded and installed.
[*]MODDING: Numerous pages added to the modding site and information updated (please check modding.starpointgemini.com for details)
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v0.7013, May 21, 2014
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[*]stability for physX
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v0.7011, May 15, 2014
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[*]FIXED: An error where a grappled ship would become friendly when crossing into a new sector
[*]FIXED: A problem that would occur when you pass through a wormhole, while on an Assassination Freelance mission
[*]FIXED: Two Ferry missions that have the same station/planet as the destination can now both be completed
[*]FIXED: A bug where particle damage effects would remain hanging in space when you store a damaged ship into your garage (this issue could also potentially crash the game)
[*]FIXED: When switching to another ship (either by transfer or by purchase), the new ship will no longer be cloaked if your last ship was cloaked when anchoring
[*]FIXED: An error where beam weapon effects were left hanging in mid-space if the ship firing them was destroyed or captured
[*]FIXED: All random encounter ships should now drop loot as intended
[*]FIXED: Faction description texts are no longer doubled on Captain Info -> Reputation panel
[*]FIXED: Weapon shots and beam effects no longer vanish into thin air on crossing into a new sector
[*]FIXED: Zero-quantity loot drops no longer appear
[*]FIXED: Space dust particles no longer continue moving after anchoring on stations while PTE is active
[*]FIXED: Equipment and Ship systems tabs on the Loot panel are now accessible as intended
[*]FIXED: Knocking out structures now yields collectible loot as intended
[*]FIXED: A temporary Rank notation was removed from main character name on the Captain Info panel

[*]FIXED: Scrolling the mouse-wheel while the mouse is hovering over a panel opened up in the center of the screen no longer shuts down PTE
[*]FIXED: Time/day/month counter no longer resets on loading or starting a new game
[*]FIXED: There is a chance scavengers will attack you, as intended, to claim a derelict when you come near it
[*]FIXED: An error with some light weapons where their assigned bonuses could go into negative
[*]FIXED: A problem where a captured ship could become invisible, and could no longer be targeted or interacted with in any form
[*]FIXED: Shanghai ship system HP is now reduced to proper values
[*]FIXED: Several errors where text would break and overflow into the next line
[*]FIXED: Hack skill no longer sends the affected ship into limbo preventing anything from happening to it
[*]FIXED: An error where the Freelance mission info/accept panel could go into loop where it could not be closed anymore
[*]FIXED: An error where some structures didn't get deactivated after reducing its Hull to 0
[*]FIXED: Several instances where the T-Gate selection panel would remain in the main viewport
[*]FIXED: Wormhole links are now properly displayed/not displayed depending on how the linked toggle is set
[*]FIXED: Passing through wormholes now provide negative effects as intended (kills Troopers and damages ship)
[*]FIXED: The above mentioned negative aspects of passing through wormholes is now displayed on-screen as intended
[*]FIXED: Several errors regarding particle effects that could in some situations render them invisible
[*]FIXED: Heroes should no longer attempt to scan player for contraband, especially not in someone else's name
[*]FIXED: If within range of 3000 of a station and attack a ship that is the same faction as the station by using heavy weapons, the station will send security ships to assist their member
[*]ADDED: Object-to-object collision
        [*]You can now collide with objects.
        [*]Damage to objects in collision is NOT yet calculated.
        [*]This is the first iteration and the whole physics system will be upgraded
        [*]Physics should by default be turned on, but it can be turned off in the General tab of the
Options menu
[*]ADDED: Subscribing to mods via Workshop (in browser or Steam Client) now works, BUT(!) you need to restart the game for the mods to show on the mods list in-game.
[*]ADDED: Derelicts left after a ships explode have an updated effect. This is strictly a WORK IN PROGRESS and will be further improved!
[*]ADDED: When stations send security ships to assist their faction members against you, you will be notified
[*]ADDED: Knocking out A.M.P. structures can now trigger a global event
[*]ADDED: Knocking out Prison structures can now trigger a global event
[*]ADDED: Knocking out Outlaw structures results in increasing Reputation
[*]ADDED: Drydock panel now shows actual Resistances (when bonuses are applied)
[*]ADDED: Energy distribution panel now has several snap positions for quicker manipulation
[*]UPDATED: Improved visual effects of Equipment. More new Equipment is on the way and should be available in the next update.
[*]UPDATED: Capturing a ship that is the target of an Assassination Freelance mission now also counts as completing the mission

[*]UPDATED: Capturing a Hero ship will now count as completing the bounty (same as if you destroyed him/her)
[*]UPDATED: Dynamically created derelicts (after ship death) can also now be claimed by roaming scavengers
[*]UPDATED: Maximum wing number is now displayed in the comparison panel
[*]UPDATED: Freya carrier now has 2 hangar slots and proper hangar stats. Although it is a carrier, it also has Cloaking capability, hence the 2 hangar slots.
[*]UPDATED: Optimized some VFX textures to make the game less demanding on graphics card memory.
[*]MODDING: Improved Material Editor stability so it doesn't crash on model import
[*]MODDING: Added several script functions (Please check the modding website for details)
[*]MODDING: Added a couple of pages to the modding website (Please check the modding website for details)
[*]MODDING: Fixed some errors with buttons being displayed wrongly in the Material editor (Save, Load, Save compressed ambient...)
[*]MODDING: ShowWarningsEx function updated to accept proper parameter types (int, float...)
[*]MODDING: Mod picture can now be larger than those in the example mods. The images will rescale as needed.
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v0.7010
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[*]FIXED: A possible error when spawning some encounters that could cause a crash
[*]FIXED: Some contraband-related errors
[*]UPDATED: Game log now records more info so it's easier for us to catch those pesky bugs and squash them in a timely manner
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v0.7009
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[*]Stability fixes
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v0.7008
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[*]FIXED: A critical error causing a crash when jumping via TGate, TDrive or Wormhole while skybox was being switched with a new one
[*]FIXED: A critical error with the Junkyards that could cause memory leaks and crashes
[*]FIXED: An error with the Rescue Freelance mission where the mission couldn't be generated properly due to missing enemy faction
[*]FIXED: An error that caused the game to crash in several sectors (top-right, top-left, bottom-right, bottom-left)
[*]FIXED: Several typos in text files
[*]FIXED: Turret firing arcs on the Perun are now set-up as intended
[*]FIXED: Cloak shortcut now only works for ships that actually have the cloak ability
[*]FIXED: Heroes no longer target themselves with heavy weapons, which besides being freakishly suicidal, would also cause the game to crash
[*]FIXED: Several ambient/skybox textures visible when crossing from one ambient to another
[*]ADDED: When on Easy difficulty, Heroes are marked on the Starchart

[*]ADDED: Run game in background option in the General tab of the options menu is now functional. When this option is checked, the game will continue running even when it is not focused
[*]ADDED: Save games now keep track if the save file was made with any mod activated. The info is shown on the Load screen too. If needed, check the save file internally to see which mods are activated.
[*]UPDATED: Game log boosted to catch crashes in certain situations
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v0.7007, April 26, 2014
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[*]FIXED: Several script errors that could cause memory leaks and/or crashes
[*]FIXED: Several script errors that could prevent global events from activating
[*]FIXED: The Station lockdown event script separated into several smaller scripts to prevent a problem with too many variables used in a single script (potential memory leak)
[*]UPDATED: Boarding tweaked some more in the easier direction.
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v0.7006, April 25, 2014
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[*]FIXED: Camera sensitivity slider now works and saves as intended
[*]FIXED: Several stability-related errors
[*]UPDATED: Boarding mechanics tweaked a bit to make capturing ships at least somewhat easier. This is an intermediary measure until Boarding mechanics is fully completed.
[*]UPDATED: Engine trails tweaked so they don't get cut off by the camera
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v0.7005, April 24, 2014
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[*]FIXED: An error where a giant ghost object(s) would appear in the game world, usually after jumping through T-Gate, T-Drive or Wormhole
[*]FIXED: An error in a global event script that could cause a crash
[*]ADDED: Bishop now has engine flares as intended
[*]ADDED: Always show quick target scan on the General tab of the options menu. This forces the Quick target scan to be always displayed while the target is on-screen.
[*]ADDED: Difficulty setting can now be adjusted on the General tab of the options menu.
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v0.7003, April 23, 2014
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[*]FIXED: An error where the Fleet panel could not be accessed on several occasions
[*]FIXED: Fire at will no longer attacks dying ships
[*]FIXED: Alameda, Hamilton, Memphis, Roanoke, Zoemin, Cleora, Clearwater and Maniwaki stations now sell Equipment as intended
[*]FIXED: Several errors in the game text files
[*]FIXED: Player no longer receives Experience for ship he/she didn't destroy
[*]FIXED: Ships no longer spawn inside planets
[*]ADDED: General tab in the options menu and reorganized some options
[*]ADDED: Steam Workshop support

[*]Mods can now be integrated into the game by subscribing through Steam Workshop. Afterwards, the game handles the installation and activation via the Mods panel in-game

[*]Mod Manager is added to the game root folder which is used to build up and upload mods onto Steam Workshop

[*]ADDED: Global event system that can influence a number of world elements (prices, encounters, anomalies, wars...)

[*]Global events can now trigger at random (time-based)

[*]Active global events are noted in the Captain's log

[*]ADDED: Player can now use the ship's cloaking field and hide from his enemies, and as intended... strike from the "shadows"

[*]ADDED: NPC level now influences their Shield recharge (for starting-level balancing)

[*]ADDED: Faction descriptions on mouse hover on the Reputation panel

[*]ADDED: Passing through wormholes can now damage the ship

[*]ADDED: Small notices (like Critical hit) on NPC ship

[*]ADDED: News regarding "heroes" now appear on stations/planets which makes it somewhat easier to find them.

[*]ADDED: Junkyard(s) added to the game world. Junk can be "mined" for loot much like asteroids; by firing at them.

[*]ADDED: Station News panel for an overview of all ongoing news (global events included)

[*]ADDED: NPC threat level now actually calculates threat level and is properly displayed on the Quick scan

[*]ADDED: Hints on Enhancements on the Fleet and Drydock panels

[*]UPDATED: New T-Drive and T-Gate transition animation is now in place

[*]UPDATED: Boarding now also depends on the state of the boarded ship. A ship with full Hull is severely more difficult to capture than a damaged one, making Capturing harder.

[*]UPDATED: Power To Engines has received a visual upgrade

[*]UPDATED: Randomly appearing anomalies deactivate when scanned

[*]UPDATED: Made some tweaks to spawned encounters when entering a region

[*]UPDATED: NPC levelling system now works as intended (further tweaks planned)

[*]UPDATED: Tweaked Experience gain when destroying ships

[*]UPDATED: Nyxian ships now have proper color of engine flares (green-ish)

[*]UPDATED: Neptune and Nibiru ships now have engine flares

[*]UPDATED: Base\Faction.wdt now includes columns for Description line (Texts\Descriptions.txt) and Logo Id (Base\Banners.wdt)

[*]UPDATED: Weapons fire from a single weapon battery tweaked for better visuals

[*]MODDING: Added new script functions (mostly regarding global events). Please check modding.starpointgemini.com for details

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v0.7001, April 1, 2014
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[*]FIXED: Several errors in Cromwell Prefecture region file that could cause memory leaks

[*]FIXED: Several errors in Planet Sora region file that could cause memory leaks

[*]FIXED: Several errors in ship assembly files that could cause memory leaks

[*]FIXED: Dialog panel hides when opening the in-game menu to prevent crashes or memory leaks, but leave proper functionality

[*]FIXED: Dialog panel shuts down automatically when starting a T-Drive jump, docking on stations and opening the Planetary landing panel to prevent memory leaks and crashes

[*]FIXED: Dialog panel "freezes" when opening the starchart or the tutorial panel
[*]FIXED: Several errors with heavy weapons trails if the target was close by
[*]FIXED: "GoTo" context menu command for "Wormholes" now works as intended
[*]FIXED: An error where Wormholes displayed the wrong on-screen marker
[*]FIXED: A bug where double left-click on numerous panels caused glitches or crashes
[*]FIXED: A bug where the Starchart was left hanging when pressing Esc button
[*]FIXED: The dialog panel is now displayed beneath other panels when the game is paused (while a tutorial panel is open for example)
[*]ADDED: "Smuggle" Freelance mission
        [*]If your cargo hold is full when taking on the mission, your cheapest cargo will be dropped automatically(!) to make room for the mission contraband
        [*]Smuggle mission comes with a significant Credit reward, but watch out for security ships as they WILL scan you
        [*]Dropping or selling the mission contraband cargo will result in mission FAILURE
[*]ADDED: Particle visual effects on ships that activate when a ship is being damaged
[*]ADDED: Mission objects now have an addition to their marker to easily and quickly see what you need to do to/with the object
[*]ADDED: HUD marker for loot drops to spot them more easily in space
[*]ADDED: Heavy weapons can now force a ship to drop out of "Power to Engines" (50% chance on hit)
[*]ADDED: Freelance missions can now appear in Plymouth Shipyard region
[*]UPDATED: Increased Heavy weapon projectile speed
[*]UPDATED: Anomaly effect strength now depends on distance to anomaly
[*]UPDATED: The majority of enhancements are now properly implemented. The only ones still inactive are the ones affecting system hitpoints, cloak, biometric resistance and similar features that aren't yet implemented in the game
[*]UPDATED: When close to stations & structures, mesh is taken into account for target selection, instead of frustum sphere
[*]UPDATED: Wormhole receives a visual overhaul as well as physics (ships get dragged into it if they come to close and get "thrown" out on exit)
[*]UPDATED: Loot drops change size depending on distance
[*]UPDATED: HUD markers transparency now depends on distance to object
[*]UPDATED: Changed AI of ships that are a part of Freelance missions (they tended to PTE-out of fight, which is a big no-no)
[*]UPDATED: Several faction-related checks for ships that are a part of Freelance missions
[*]UPDATED: Wormhole connection lines on Starchart can now be toggled by pressing their corresponding button
[*]UPDATED: It is no longer possible to dock on hostile stations/planets. As was suggested, changes might be made in this section to allow more smuggling actions
[*]UPDATED: The number of SIMULTANEOUSLY ACTIVE Freelance missions is now LIMITED to 3, to prevent potential memory leaks
[*]UPDATED: "Accept" Freelance mission button becomes greyed out if you already have 3 ongoing Freelance missions
[*]MODDING: Added several more script functions. Please check modding.starpointgemini.com for details
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v0.7000, March 17, 2014 BETA ENTERED!
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[*]FIXED: An issue with Aquila decals and ship name models not displaying correctly
[*]FIXED: Several errors in the script files that could cause game crashes
[*]FIXED: An error where a special weapons were dropped as loot
[*]FIXED: A bug where ship selling price wasn't properly calculated (more work remains on this as damage is NOT yet taken into account)
[*]FIXED: A bug where a structure didn't use the proper OnDestroy script
[*]ADDED: Planet Nyx now has its own unique planetary landing background image
[*]ADDED: Wormholes are now functional. Be careful as wormholes can "suck" you in while you're passing by. (visual portion will be added and tweaked later)
[*]ADDED: Class choice screen on starting a new game (players interested in switching character class please refer to the forum for instructions!)
[*]ADDED: Non-gunner skills
        [*]All skills except those that influence Ship system failures and System repairs are functional
        [*]Rift (Engineer) has limited functionality
[*]ADDED: Specific structure scripted events depending on region, owner faction and structure type
        [*]Structures can now drop loot
        [*]Security announces their arrival via dialog
        [*]On-screen notifications added when interacting with structures
[*]ADDED: One-liner dialogs on various scripted events (destroying structures for example)
[*]ADDED: Transitions between skyboxes
[*]ADDED: All licenses except Iolian Passport and Union Charter are now fully functional
[*]ADDED: Camera shake on heavy weapon hit (depending on distance to explosion)
[*]ADDED: Evasion parameter to ships (line added to *.shp files as well)
[*]ADDED: T-Drive is now functional. Visual and sound effects will be added later (a skippable cutscene is also planned).
[*]ADDED: Several more music tracks added to the mix
[*]UPDATED: Increased Fire at will accuracy
[*]UPDATED: Increased T-Drive price
[*]UPDATED: First short balancing run
        [*]Fixed several bugs that prevented future balancing
        [*]Increased ship hull
        [*]Increased shield damage of light weapons
        [*]Increased ship cargo hold for carrier class ships
        [*]Increased shield strength of the Prospero
[*]UPDATED: Ship systems selling price reduced
[*]UPDATED: Equipment selling price reduced
[*]UPDATED: All models are now compressed (binary) to improve loading times. Modders are encouraged to open *.mdl files in the Material editor if reference is needed.
[*]UPDATED: Changes in the game text files (some typos and additions)
[*]UPDATED: Micro-events on derelicts are expanded
[*]MODDING: Modding website updated with new info and preparations made for future additions
[*]MODDING: Added more script functions (check modding.starpointgemini.com for details)

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v0.6011, February 27, 2014
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[*]FIXED: Several glitches in the station/planet interface

[*]FIXED: Several errors in the game text files
[*]ADDED: All ships now have their own derelict model, with upgraded visuals as well
[*]ADDED: Local region security now does random security checks to see if a ship is carrying illegal goods and will request the contraband to be jettisoned
[*]ADDED: Skill & Perk respec panel to stations and planets so players can re-acquire their used skill and perk points and redistribute them differently (for a price!)
[*]ADDED: Several confirmation panels on station/planet interface to clarify certain situations (Purchase [i]ship[/i], Purchase to garage, Sell [i]ship from garage[/i])
[*]ADDED: Several hints
[*]UPDATED: Boarding mechanics now includes random micro-events that can change the course of on-ship battles
[*]UPDATED: Derelicts now appear more frequently after a ship is destroyed
[*]UPDATED: Anomalies have received a substantial upgrade
        [*]Several anomalies changed visually
        [*]Almost all anomalies now come with thir on-screen effect to show when you're inside the anomaly's effect radius (the on-screen effect will be further refined and upgraded)
        [*]Almost all anomalies now come with their proper gameplay effect (Displacement and Hyper-resonance are NOT yet fully implemented!)
        [*]Randomly appearing anomalies have double effect radius
[*]UPDATED: Science Freelance missions now utilize all implemented anomalies. More dangerous anomalies yield greater Credit rewards
[*]UPDATED: Increased Freelance mission Credit rewards
[*]UPDATED: Planetary landing fee reduced to 10% if planet is the destination of a Taxi Freelance mission
[*]UPDATED: Modified Experience gain for destroying ships
[*]UPDATED: Increased Shield recharge rate

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v0.6010, February 16, 2014
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[*]ADDED: Planetary landing fee is now charged. The actual price depends on player relation to the governing faction and ship size.
[*]ADDED: Helpful shortcuts now avilable on the [i]Trader, Drydock->Systems[/i] and [i]Drydock->Equipment panel[/i]. Details available when hovering over the triangle ;).
[*]FIXED: Structure repair icon
[*]UPDATED: LOW and MID environment detail option tweaked and optimized
[*]UPDATED: Several text files

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v0.6009, February 14, 2014
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[*]FIXED: Tooltips for comparing offensive and utility systems for garaged ships now work properly
[*]FIXED: Selling a ship from the garage will now properly display new credit balance
[*]FIXED: Long station/TGate titles spread across 2 lines now
[*]FIXED: Several issues with the Patrol Freelance mission
[*]FIXED: Several errors with hints being displayed wrong

[*]FIXED: Anomalies can no longer be exploited for Experience over and over again
[*]FIXED: You can no longer use the Radar and the Energy distribution panel when the game is paused
[*]ADDED: New station model
[*]ADDED: A derelict can now appear after a ship explodes. Ship file (*.shp) received an additional [i]Derelict[/i] section that shows which derelict can appear. Not all derelict models have been created so far, so don't be surprised if a Taurus gunship, leaves in its wake an Adept cruiser ;). You can then loot the derelict.
[*]ADDED: More quest items for Taxi and Ferry Freelance missions
[*]ADDED: Repair progress bar indicator is now visible when repairing structures
[*]UPDATED: The asteroid render system received an overhaul
       [*]Changed existing place-holder asteroid models with new ones
       [*]Added Level-of-detail models for asteroids
       [*]Asteroid mechanics received some optimization to improve performance
       [*]Asteroids can now rotate
[*]UPDATED: Several sectors around Fjord asteroid field switched to a different ambient
[*]UPDATED: Derelict mechanics changed to accommodate new derelict mechanics (derelicts appearing on ship destroy)
[*]UPDATED: Changed multiple Enhancement names

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v0.6008, February 4, 2014
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[*]FIXED: A bug where hovering the cursor over the Fighter wing buttons on the Context menu would show the targeting reticle instead of standard select cursor
[*]FIXED: Several errors that could occur on loading a save file
[*]FIXED: Shortcuts are now functional as intended
       [*]HostilePrev | HostileNext
       [*]Skill1 | Skill2 | Skill3 | Skill4
       [*]Equipment1 | Equipment2 | Equipment3 | Equipment4
       [*]LaunchAll | LaunchWing1 |LaunchWing2 |LaunchWing3
       [*]MarkTarget
       [*]Menu
       [*]QuickAction
[*]FIXED: A bug where the second fighter wing would show the wrong hint on mouse hover
[*]FIXED: A bug where the Freelance mission panel could be opened and automatically closed which could cause other issues only repairable by restarting game
[*]FIXED: Loot drops no longer come with zero quantity
[*]FIXED: Ship name on the Fleet panel now shows actual ship name
[*]FIXED: Ship name on the Drydock panel now shows actual ship name
[*]FIXED: Several text errors
[*]FIXED: Several text formatting errors that could cause memory leaks
[*]ADDED: Schematic images for several stations
[*]ADDED: A new station model
[*]ADDED: [b]Customization[/b] tab on [i]Station->Dryodock[/i]
       [*]Ship banner and banner color can now be set
       [*]Ship color can now be tinted
       [*]Ship material glossiness and reflection can now be tweaked

[*]Ship decals and decals color can now be set

[*]Ship name and name color can now be set

[*]UPDATED: Severe performance optimization of the GUI system

[*]UPDATED: Mouse sensitivity slider is now functional

[*]UPDATED: Camera sensitivity slider is now functional

[*]UPDATED: Wormholes are now appropriately named "Wormhole". This will be further expanded on to show the wormhole's destination

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v0.6007, January 20, 2014

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[*]FIXED: Several problems with the Tutorial screens and updated the listing

[*]FIXED: Several resolution-related problems

[*]FIXED: A problem where Tutorials weren't saved/loaded properly

[*]FIXED: Licenses now get flushed from memory when starting a new game after you've already loaded a previous save

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v0.6006, January 17, 2014

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[*]FIXED: You can no longer delete NewSave

[*]FIXED: Starchart tutorial related crash

[*]FIXED: Turret view shortcut (def. V) now works properly

[*]FIXED: Mem-leak - Perks are flushed from memory on game reload

[*]FIXED: Mem-leak - Officers are flushed from memory on game reload

[*]FIXED: Mem-leak & exploit - Licenses could become doubled

[*]FIXED: Bounty board panel can now be moved around

[*]FIXED: Esc button now closes the Bounty board panel and then the Starchart

[*]FIXED: Text on Commodities hint is no longer cut-off

[*]FIXED: A bug related to opening the tutorial and the Starchart at the same time and pressing Esc button

[*]FIXED: Errors on Fighter hints

[*]FIXED: Actual shortcuts are now displayed in tutorial texts

[*]FIXED: Wrong hint was shown on some hangar slots in the Drydock->Loadout panel

[*]ADDED: A lot more random ships flying around in space. This is only the first step, as we'll return to the subject to tweak each individual region

[*]ADDED: Fighter wings

[*]Fighters can now be launched

[*]Hangar Enhancements now work properly

[*]Updated hints on Hangar and Fighter wings

[*]Fighter idle AI - Fly out and stay near carrier

[*]Mark target (on Context menu) designates the object as fighter primary target

[*]Fighter definition files added to enable modding

[*]Updated Fighters.wdt database table to enable modding

[*]Added sitRep panels for each fighter wing on the left side of the HUD

[*]Fixed several errors on Fighter hints and added more information

[*]Fighters return to carrier prior to T-Gate jump

[*]Some interceptors and all bombers carry both light and heavy weapons

[*]ADDED: Invert mouse option in the Options -> Controls panel

[*]UPDATED: First step on upgrading the tutorial mechanics is implemented

[*]All unlocked tutorials are listed and can be accessed at any time with the button on the upper-right HUD console (shaped like a question mark)

[*]Added new tutorials and changed some existing ones

[*]ADDED: Mark target (context menu action) is now operational for hostile ships. Fire at will is not yet influenced by this command

[*]ADDED: Fighting in the vicinity of a station forces the station to call for reinforcements for help

[*]ADDED: Special "heroes" - persistent ships flying around Gemini who can be hunted down for special rewards. This is ONLY the first step, as we have yet to implement randomly generated news linked to heroes and their whereabouts.

[*]ADDED: Auto-pilot now avoids planets. This is the first, basic implementation, simply to avoid those annoying space collisions ;)

[*]ADDED: Added new script functions (for modders; check modding.starpointgemini.com for details)

[*]UPDATED: Status of "heroes" is properly saved

[*]UPDATED: AI ships will use Power to Engines to reach their opponent and engage them

[*]UPDATED: Security and Military ships (by profession) will aid their allies if attacked within 2500 distance

[*]MODDING: Updated Notepad++ script plugins (for modders; check modding.starpointgemini.com for details)

[*]MODDING: Added Modding section -> Modding databases on website (for modders; check modding.starpointgemini.com for details)

[*]MODDING: Added Miscellaneous section -> Bonuses list on website (for modders; check modding.starpointgemini.com for details)

[*]MODDING: Added Miscellaneous section -> Text formatting on website (for modders; check modding.starpointgemini.com for details)

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v0.6005, December 19, 2013
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[*]FIXED: A bug where a target ship schematic was left hanging on the context menu after a ship was captured and transferred to the garage

[*]FIXED: Several errors in region files

[*]FIXED: Several errors in game text files

[*]FIXED: Several errors regarding bonus modifiers

[*]FIXED: Fleet->Ship systems panel now works as intended

[*]FIXED: Numerous errors in the Material Editor (for modders)

[*]FIXED: Several errors in the boarding mechanics that could cause adverse effects

[*]FIXED: A bug where particle and other various effects continued to show after player died and loaded a save game

[*]FIXED: Selling your ship now correctly adds 20% of it's value to your account instead of 100%

[*]FIXED: Several errors regarding object and target markers that were left hanging on the HUD after jumping through a TGate

[*]FIXED: Enhancement markers for the light and heavy weapon on the back battery switched to correct positions

[*]FIXED: Left and right heavy weapon slots on the schematics panel (bottom left part of HUD) were switched to correct positions
[*]FIXED: Shield capacity boost no longer applies after shield status update, which caused the shield to refill up to the base capacity value instead of the modified one resulting in partially filled shields.
[*]ADDED: Licenses are now available for purchase on stations (planets will receive them in the next update). Licenses can only be acquired when you're allied to a faction
[*]ADDED: New holo panels to several station models. This is just the starting point of the new system and will be further upgraded to show various information dynamically.
[*]ADDED: Credit numeric values now have delimiters [,] to make them more readable (community suggested)
[*]ADDED: New script functions (for modders; check modding.starpointgemini.com for details)
[*]ADDED: Energy redistribution mechanics. Energy can be easily transferred between Propulsion, Weapons and Shields via the panel in the bottom left. The panel switches with the player ship schematic. (community suggested)
[*]ADDED: Fire at will command in its basic form uses a smart algorithm to switch between targets. This feature is a work in progress and feedback is most welcome.
[*]ADDED: New station model
[*]ADDED: Structures can now be guarded. Damaging them can trigger security forces to arrive in its defense.
[*]ADDED: New planet background for planet Korkyra
[*]ADDED: Environment detail can now be set in the Options->Video menu to improve game performance. This option impacts asteroid visibility the most.
[*]UPDATED: Planet Iolia and planet Hogosha models
[*]UPDATED: Several new bonus modifiers are now functional (Heavy weapon reload, Weapon battery recharge...)
[*]UPDATED: Improved two ambients
[*]UPDATED: AI routines
        [*]AI ships can now form fleets (basic implementation; will be further upgraded)
        [*]AI ships now use Power to Engines
        [*]Improved AI decision making on when to engage an enemy vs. when to flee
        [*]AI skirmishes should now occur more often

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v0.6003, December 6, 2013 :: Quickfix
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[*]FIXED: A bug where the Tactical overlay would "get scrambled" on window resize
[*]FIXED: Borehole torpedo efficiency improved
[*]ADDED: Viral torpedo equipment - Reduces target Trooper count (actually added in v0.6002, but we forgot to make a note of it ;))
[*]UPDATED: Viral torpedo price increased and effect modifier reduced (it was waaaaaaaaaaaaay overpowered)
[*]UPDATED: Officer's price and salary drastically reduced. This is a temporary measure to counteract low income problem. They will be further refined and tweaked over time.
[*]UPDATED: HUD Object markers tweaked to represent actual Sensor radius, but also taking into account object size and relevance
[*]UPDATED: Object target distance tweaked based on size and relevance (planets can now be targeted from much farther away for example)

[*]UPDATED: CaptainInfo->Bonuses list can now be scrolled with the mousewheel
[*]UPDATED: Heavy weapons' projectile speed increased

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v0.6002, December 5, 2013
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[*]FIXED: Several bugs that could cause the game to crash.
[*]FIXED: A bug where the game would crash if player jumped through TGate while the boarding panel was opened (ship capture panel).
[*]FIXED: Officers bonuses are now properly recalculated if an officer leaves your service or is dismissed.
[*]FIXED: A bug where the main menu could not be used properly after having a conflict in the controls tab and pressing the Esc button.
[*]ADDED: Tactical overlay
        [*]The tactical overlay is a convenient way to have all the important info on your ship, especially the status of your shields and weapon systems
        [*]ADDED: Shortcut to toggle the overlay - IMPORTANT: Configure the shortcut manually if needed in the Options->Controls panel
        [*]ADDED: Individual shield info
        [*]ADDED: Individual light weapon battery energy levels and heavy weapon battery reload and ammo status
        [*]ADDED: Each individual turret on the ship has it's own indicator when it can fire
        [*]ADDED: Quick target info is now linked to the Tactical overlay
[*]ADDED: Player can now be ambushed when nearing randomly appearing derelicts. This is the first of upcoming micro-events linked to derelicts. More diverse events will be added over time, and the similar mechanics will be applied to other game objects.
[*]ADDED: Captain->Finances tab that shows the financial balance sheet of the current month
[*]ADDED: Officers now require their monthly salary or they leave your service. The exact required amount will be further tweaked.
[*]ADDED: Some equipment is now operational (both actual gameplay bonus as well as activation visual effect)
        [*]Shield booster - Amplifies shield recharge rate
        [*]Damage amplifier - Increases both light and heavy weapon damage
        [*]Speed booster - Increases maximum speed
        [*]Energy defense field - Grants resistance to Energy based damage
        [*]Projectile defense field - Grants resistance to Projectile based damage
        [*]Plasma defense field - Grants resistance to Plasma based damage
        [*]EMP defense field - Grants resistance to EMP based damage
        [*]Radiation defense field - Grants resistance to Radiation based damage
        [*]Hull integrity field - Increases Soak (general resistance to any kind of damage)
        [*]Borehole torpedo - Fire a special torpedo into asteroids. The torpedo has a wide blast radius and grants increased asteroid loot yield.
        [*]Atlas defense field - this is a new piece of equipment (community suggested) that can shoot down enemy missiles and torpedoes. Eventually it will also work on enemy fighter crafts.
[*]ADDED: Texture detail option in the Options->Video panel. Lowering this setting sets the game to use lower resolution textures (mip-map), but increase performance.
[*]UPDATED: Assassin random encounters no longer appear until player reaches experience level 10

[*]UPDATED: Installed Enhancements are now properly saved (both for the current ship and those in the Garage)
[*]UPDATED: Several changes to the game text files
[*]UPDATED: Destroying structures now yields Experience influenced by character class and experience level
[*]UPDATED: Destroying structures now slightly reduces Reputation

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v0.6001, November 21, 2013
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[*]FIXED: A bug that could cause the game to crash when using Captain info panel
[*]FIXED: A bug that could cause the game to crash when using Equipment panels
[*]FIXED: A glitch where the Starchart was left hanging when using the shortcut
[*]FIXED: A bug where ship turrets were left hanging in space after it was destroyed or grappled
[*]FIXED: Credits per month bonus is now displayed properly
[*]ADDED: When selling a captured ship on a station/planet, ship systems, equipment and commodities of the captured ship are now added to the overall price
[*]UDPATED: A slight rebalance of equipment found in dropped loot

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v0.6000, November 20, 2013
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[*]FIXED: Several bugs on the Fleet->Equipment panel. Proper quantity is now shown.
[*]FIXED: Energy shield indicator on the Context menu.
[*]FIXED: A big where player couldn't initiate Power to Engines after demolishing a grappled ship
[*]FIXED: Several scripting errors that could cause adverse effects
[*]FIXED: Heavy weapons ammo indicator is now properly refreshed on the Drydock->Systems panel
[*]FIXED: Troopers are now properly transferred to the new ship when transferring command to a ship from the Garage
[*]FIXED: Brightness setting can now be properly adjusted
[*]FIXED: Background mask size on 2550*1440 resolution
[*]FIXED: Several bugs in the current trading mechanics
[*]ADDED: Reputation panel so players can have an overview of their standing with the 50+ game factions
[*]ADDED: Perks panel so you can spend your hard earned Perk points on the available passive bonuses. A Perk point is gained every time you gain in Rank. Retroactive perk points are awarded to those of you who have already gained Ranks.
[*]ADDED: You can now hire up to 3 officers (Navigation, Tactical, Engineering) that provide passive bonuses for as long as they are on your ship. Officers are available on the Station->Hiring panel.
[*]ADDED: You can now loot captured ships in space.
[*]ADDED: A couple of new ambients.
[*]ADDED: Quick target info - when you first target an object, a small representation of the object appears so players can almost instantly see what the target is exactly and its status (community requested)
[*]ADDED: On-screen notifications like Level-up, Experience gained, Credits gained, Reputation changed (community request)

[*]ADDED: Fleet->Systems panel. It was locked until now.
[*]ADDED: Fleet->Officers panel so players can see their hired officers, their bonuses and salaries
[*]ADDED: Bounty board to the Starchart where players can look over the different "heroes" they will be able to hunt down for a reward
[*]ADDED: Pre-rendered intro movie for the Campaign scenario. Storyline missions are NOT yet activated.
[*]ADDED: Loot dropped from ships and derelicts can now be targeted and you can open the Loot panel to select specifically what items you wish to take on-board.
[*]ADDED: New bridge officer voice lines
[*]ADDED: Place-holder T-Gate jump movie. The whole jump mechanics will be further refined and optimized.
[*]ADDED: Starchart Mission markers can now be toggled via the Starchart panel.
[*]ADDED: Loot drop can now contain equipment as well as commodities.
[*]ADDED: Scanning randomly appearing anomalies now rewards Experience.
[*]ADDED: Soundtrack expanded.
[*]ADDED: Myrmidon now has visible engine trails.
[*]UPDATED: You can now purchase new ships and store them directly into the Garage. (community request)
[*]UPDATED: Changed loading screen background to show an upcoming station model
[*]UPDATED: Expanded in-game options
        [*]Toggle on-screen notifications (community request)
        [*]Unlocked several video options
        [*]Toggle bridge officer chatter (community request)
        [*]MSAA can now be set
[*]UPDATED: Wedge asteroid field has a new asteroid explosion effect
[*]UPDATED: Several changes to the game text files
[*]UPDATED: Wedge asteroid field has been reworked with new models, textures, ambient and accompanying particle area effect
[*]UPDATED: Radial context menu updated with new additions (some options unlocked and added)
[*]UPDATED: Captured ship mini-panel: captured ships can now be grappled by clicking on the new button on the mini-panel itself.
[*]UPDATED: Boarding mechanics tweaked. Ships are now harder to capture to prevent exploits.

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v0.5018, November 5, 2013
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[*]FIXED: Several scripting errors that could cause memory leaks and crashes.
[*]FIXED: Several script function errors that prevented accessing database tables from scripts.
[*]FIXED: A bug where an energy beam weapon effect was left "hanging" if a ship firing the weapons was destroyed.
[*]FIXED: AI bug where a Trader ship didn't respond to attacks.
[*]FIXED: Ship prices on station and planets are now proper values from station/planet parameters, instead of default database values.
[*]FIXED: Objects can no longer be targeted by clicking on them through the context menu.
[*]FIXED: A crash that occurred when scrolling to the last commodity on the list after destroying a commodity in your Cargo hold.
[*]ADDED: Garage

[*]You can store up to 5 ships in your "garage".
[*]The garage can be accessed on any station and you can freely switch between ships.
[*]Currently you can only store captured ships in the garage, but the next update should make it possible to store newly purchased ships as well.
[*]ADDED: Grappling ships is now possible. Visual effect included. Required for towing captured ships to stations/planets.
[*]ADDED: Hiring panel on stations/planets. Here you can hire Troopers. Hiring Officers (on the same panel) is not yet possible, but it is planned for the next update.
[*]ADDED: Several script functions. Changes posted on modding.starpointgemini.com
[*]ADDED: Recommend button on the Main menu
[*]ADDED: Several warnings and hints.
[*]ADDED: Text lines in the game text files
[*]UPDATED: Boarding is now fixed and improved, but it is not yet balanced.
[*]UPDATED: Notepad++ plugin files. Changes posted on modding.starpointgemini.com
[*]UPDATED: Lowered base price for ships: Luna and RaQaan

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v0.5017, October 22, 2013
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[*]FIXED: A bug where a Remote mining facility in Directorate territory wasn't activated properly
[*]FIXED: Removed a particle that was left "hanging" on one of the satellite models
[*]FIXED: Masada station now has visible shields
[*]FIXED: Ships no longer have a fixed amount of Troopers. The new starting trooper count for AI ships can no longer go beyond the ship's maximum trooper capacity.
[*]FIXED: A bug that caused a crash when the player bought all items in the Systems tab of the Drydock panel
[*]FIXED: Several region definition errors that could cause a memory leak and game crash
[*]FIXED: Several scripting errors that could cause a memory leak and game crash
[*]FIXED: One of the satellite's OnActivate and OnDeactivate scripts
[*]FIXED: Test side mission can no longer be started
[*]FIXED: A game crash bug that occurred when a ship exploded before heavy weapon projectiles actually reached the target
[*]FIXED: The Starchart no longer opens up when selecting "Demolish" option on a captured ship's Context menu
[*]ADDED: New OnDestroy visual effects for different asteroids. These will be further refined and updated in future patches.
[*]ADDED: Planet Corrion background image and save screenshot
[*]ADDED: Destroy button for commodities
[*]ADDED: Repair visual effect. More work remains on it, but this is the basic "model"
[*]ADDED: Maintenance Freelance missions with accompanying structure activation and deactivation scripts
[*]ADDED: Ferry Freelance mission with accompanying quest items
[*]ADDED: Taxi Freelance mission with accompanying quest items
[*]ADDED: Rescue Freelance mission
[*]ADDED: Waypoints can now be targeted to view distance and use GoTo command from the Context menu
[*]ADDED: Aethera nebula as proof of concept and used for testing

[*]ADDED: Asteroids can be fired upon and destroyed by heavy weapons
[*]ADDED: Bridge officer voice alerts and infos. Only first batch as proof of concept and used for testing(!)
[*]ADDED: New sound effects (scanning, repairing, level up, Mission complete, Mission failed)
[*]ADDED: Level-up visual effect and accompanying notification panel
[*]ADDED: Skill modifier tooltip to show the exact bonus of the current and next level
[*]UPDATED: You can now view your Trooper count on the Ship section of the Fleet panel
[*]UPDATED: New targeting reticle design
[*]UPDATED: New object marker, quest marker and Starchart quest marker design
[*]UPDATED: New Freelance mission Log icons
[*]UPDATED: Quest items panel is now unlocked (only when a quest item is actually in your inventory, otherwise it's still "greyed out")
[*]UPDATED: Skills for the Gunner class (only class available at the moment) are partially functional. For all skill modifiers to work properly, more game features are required.

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v0.5016, October 14, 2013
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[*]FIXED: A bug where a planet model would "follow" you through a T-Gate jump
[*]FIXED: You can no longer fly into a planet when in Power to engines mode
[*]FIXED: Firing weapons is now deactivated as intended in Power to engines, even if you started charging PTE while firing weapons
[*]FIXED: Player Reputation is now limited to +/- 2500 as intended. This bug could cause hostile objects to appear as friendly.
[*]FIXED: Several scripting errors that could cause memory leaks and crashes
[*]FIXED: A bug that caused god mode on AI ships
[*]FIXED: A bug where the sykbox wouldn't switch to a new one if the player was inside a nebula when entering a new skybox region
[*]FIXED: Double objectives no longer appear while on Patrol Freelance mission
[*]ADDED: When a mission is completed, a special panel now opens up to show rewards
[*]ADDED: A small radar alert (ping when enemies enter your sensor radius
[*]ADDED: Individual asteroids can now be targeted to view their hitpoints. Hitpoints depend on asteroid size.
[*]ADDED: Two more Relay satellite models for more variation
[*]ADDED: Structures now have a default Active and a Deactivated states which will serve as a basis for Maintenance Freelance missions
[*]UPDATED: Reflectors on Mining facilities now use better materials
[*]UPDATED: Increased waypoint radius and improved mission waypoint layout on Patrol Freelance mission
[*]UPDATED: Using the Jettison cargo button on more than 1 commodity in stack now opens up small panel to set the amount to jettison
[*]UPDATED: Notepad++ plugin files. Changes posted on modding.starpointgemini.com

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v0.5015, October 7, 2013
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[*]FIXED: Station marker color on radar and target lock now represent actual faction alignment towards the player
[*]FIXED: A derelict linked to a main storyline mission is now deactivated, and will only activate when needed
[*]FIXED: Randomly appearing anomalies and derelicts will no longer abruptly disappear (switched from OnEnter sector to OnLoad sector event
[*]FIXED: A freelance mission related crash that occurred when the mission involved 2 ships and the player destroyed one
[*]FIXED: Several errors in the Draw framework
[*]FIXED: Numerous bugs on the Enhancement section of the Drydock panel
[*]FIXED: Enhancements are now properly mounted on the selected weapon or system, but are still lacking tooltips and don't function in combat(!)
[*]FIXED: Player no longer dies when starting a new game or loading immediately after death animation started
[*]ADDED: Jettison cargo button to the Fleet->Cargo panel
[*]ADDED: Visual effect on scanning
[*]ADDED: Loot drop definition files (Spg2\LootDrop*.txt). Loot drop files will be update to include ship systems, equipment and quest items in further updates.
[*]ADDED: Anomalies, derelicts and ships now have accompanying Enabled flag to shut them down or activate them OnLoad
[*]ADDED: FadeToColor function to the script system (to be used mostly in cutscenes)
[*]ADDED: Camera controls to the script system (to be used mostly in cutscenes)
[*]UPDATED: Planet Nyx now uses planet Eanakai model, until proper model is finished
[*]UPDATED: Ships now drop loot according to the loot drop definition files
[*]UPDATED: Derelicts now drop loot according to the loot drop definition files
[*]UPDATED: Size of anomalies increased
[*]UPDATED: Game log now records more information about graphics cards and bugs
[*]UPDATED: If save file position is too close to a planet, the position is slightly altered to prevent repeated player death on loading
[*]UPDATED: New versions of sal_LGM script language definition files for Notepad++ are available on the modding site (modding.starpointgemini.com)

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v0.5014 September 30, 2013
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[*]FIXED: Several stations that had deprecated parameters
[*]FIXED: Several scripting errors that could cause memory leaks
[*]FIXED: Stations: Hamilton Shipyard, Bordeaux Research Station, Roanoke, Clearwater, Cleora, Odense and Eryn now sell commodities as intended
[*]FIXED: Several potential memory leaks
[*]FIXED: Corrupted save files are no longer visible on the saves list to prevent crashes
[*]FIXED: Objectives and logs of solved Freelance missions are now removed after loading
[*]FIXED: Proper faction now spawns as a part of the security random encounter in region Tranquility
[*]FIXED: Improved model import in Material editor
[*]FIXED: Several errors concerning Player creation (skills)
[*]ADDED: 5 new station models. Their schematic images will come in the next update.

[*]ADDED: Two variable stacks into save file: Integer and Float (100 each) to be used for saving custom variable values, specifically for modding purposes.

        [*]GetFloat | SetFloat | GetInt | SetInt functions available for usage (details on modding.starpointgemini.com)

[*]UPDATED: Zoom-out is now extended. (Numpad +/- by default)

[*]UPDATED: Patrol freelance mission now has multiple waypoints and player can get attacked

[*]UPDATED: testScript.sal activated by pressing F9 in-game, now uses Player as Parent (script used for modding purposes)

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v0.5013 September 24, 2013
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[*]FIXED: Several scripting errors that could cause a memory lean

[*]FIXED: Secular station now has proper schematic image

[*]FIXED: Plymouth station now has proper schematic image

[*]FIXED: Empire no longer uses ship "Luna", as is intended

[*]FIXED: Station target lock color now properly depends on player Reputation and Faction alignment

[*]FIXED: Station Syndicate X5001 now renamed to Atargatis

[*]FIXED: Stations: Atargatis, Alameda, Memphis, Maniwaki, Sigil and Zoemin now sell commodities as intended

[*]FIXED: Data shown on Captain info panel are now displayed properly. Class now shows character class and NOT rank. Other parameters also adjusted.

[*]FIXED: Several memory leaks that could cause game crashes

[*]ADDED: Ships now drop loot when destroyed. This is a proof of concept and NOT the final version(!)

[*]ADDED: Commodity prices on stations and planets now depend on actual station/planet parameter and not default database values.

[*]CHANGED: Commodity price on Commodity hint when shown in Fleet->Cargo hold now shows Average price for the commodity

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v0.5012 September 20, 2013
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[*]FIXED: Gemini Protectorate now uses appropriate ships in regions: Hamilton shipyard, Degran Prefecture, Crossroads and Orenhelm Prefecture

[*]FIXED: Revenants now use appropriate ships in region Fenicia

[*]FIXED: Madeira Constructs now uses appropriate ships in regions: Planet Nyx and Palomar

[*]FIXED: Error in Planet Eanakai region file that could cause a memory leak

[*]FIXED: Error in Godswrath region file that could cause a memory leak

[*]FIXED: A script system error that caused <= >= and && script operators to malfunction

[*]FIXED: An error that caused a crash when landing on planet Pyros

[*]UPDATED: Buy/sell buttons are now disabled if no purchase/sale is available

[*]UPDATED: Several random encounters in regions: Planet Nyx, Palomar, Fenicia, Helmsford barony, Maginot barony, Sentchuk barony, Planet Baeldor, Planet Corrion, Maelstrom, Stone dead, Heraclean stretch and Murky waters

[*]ADDED: Mars Shipping and IonTech factions will now spawn in regions: Helmsford barony, Maginot barony, Sentchuk barony, Planet Baeldor, Planet Corrion and Maelstrom

[*]ADDED: Spg2\Scripts\testScript.sal can be activated by pressing F9 in-game. This method is best used ONLY for testing scripts! if not used, please leave script as-is.

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v0.5011 September 17, 2013
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[*]FIXED: An equipment related crash bug
[*]FIXED: Cargo hold limit is now properly enforced while collecting loot in space
[*]FIXED: Starchart notes no longer get doubled on loading
[*]FIXED: Necalli asteroid field now has proper loot drop (World.ics changed)
[*]UPDATED: Changed Cargo hold values of almost all ships
[*]UPDATED: New fix for the resolution/mouse box problem. If you encounter the issue again, please contact us as is stated in the BUG REPORTING thread on the Steam community.
[*]UPDATED]: Lowered asteroid loot drop chance and quantity (World.ics changed)
[*]ADDED: Cargo hold status added on Fleet screen

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v0.5010 September 16, 2013
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[*]FIXED: Collect all shortcut now works properly
[*]FIXED: Starchart shortcut now works properly
[*]FIXED: Heavy weapons ammo is now spent properly
[*]FIXED: Automatic tab selection error (YOUR SHIP & DRYDOCK) related to the Loadout screen when in Drydock
[*]FIXED: Several potential crashes related to the Loadout screen in the Drydock
[*]FIXED: Fighter prices in the Systems screen when in Drydock
[*]FIXED: An exploit: mounting a weapon from the Loadout screen (DRYDOCK) didn't charge the player
[*]FIXED: A bug in the Buy Interface. It was possible to buy zero-quantity items
[*]FIXED: Several bugs related to buying, selling, mounting and dismounting heavy weapons when in Drydock
[*]FIXED: Several boarding related crashes
[*]FIXED: Several scripting errors that could cause a memory leak
[*]ADDED: Secular station now has appropriate schematic image
[*]ADDED: "Deadzone" to mouse-steering. This feature will be further upgraded over time.
[*]UPDATED: Asteroids now drop different loot, based on asteroid field parameters (ore, chance to drop & drop quantity)
[*]UPDATED: Updated the EULA.txt to include Privacy Policy

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v0.5009
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[*]FIXED: Several scripting errors that could cause a memory leak
[*]FIXED: Inciter MKII now has correct Weapon battery cooldown
[*]FIXED: An error with the Main menu background movies that could cause a memory leak
[*]FIXED: A crash that could potentially happen when mounting weapons

[*]FIXED: An issue with the "boxed mouse", where you couldn't use the entire game viewport.
[*]UPDATED: Game now records more information in the log.txt and should help further with possible problems
Anyone still experiencing this problem should contact us and send us the NEW log file (instructions available on the forums if needed)
[*]ADDED: Delete save game button on the SAVE and LOAD panel. Removes files BOTH LOCALLY and on the STEAM CLOUD(!)
[*]REMOVED: Testing save files removed from the saves sub-folder.
IMPORTANT: Those who already downloaded our test saves will have to manually delete them from within the game (new button explained above!)
[*]REMOVED: Additional NewGame file versions (used for testing) removed
[*]TEMPORARY CHANGE: Removed background mask on Save game screen, when prompting for a new save name

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v0.5008
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[*]FIXED: A problem with the save button not being accessible when the menu was opened using the Esc button
[*]FIXED: Shield parameters not displaying properly
[*]FIXED: CTRL and SHIFT are now bindable
[*]FIXED: Mouse 4 and 5 are now bindable
[*]FIXED: Audio Options/In-Game sliders for Music, SFX, UI now work properly
[*]FIXED: A crash that happened while mounting equipment
[*]FIXED: Several scripting errors that could cause a memory leak
[*]FIXED: Several errors in sector files that could cause a memory leak
[*]FIXED: You can now change resolution in the in-game video options. CHANGES TAKE EFFECT AFTER GAME RESTART (Select resolution, APPLY, and restart game)
[*]FIXED: Loot mined from asteroids can now be collected properly and they appear in your cargo hold
[*]FIXED: An error in a region file that could cause a memory leak
[*]FIXED: Derelicts will now explode and drop loot properly.
[*]ADDED: Text line in misc.txt
[*]TEMPORARY CHANGED: Video options that aren't active yet are now greyed out and deactivated in the in-game options. Options will be unlocked over time.