1   Checksum check to validate ships added to multiplayer.

2   Starbases no longer spawn too close to each other.

3   Weapon's (in fact, all resources) recharge rate problem after warping fixed. The prior symptoms were rapid weapon firing after warping to several systems in QuickBattle.

4   We fixed the problem where in-system warp would slow down to a crawl if you went to gunnery chair.

5   You can no longer tractor ships while doing an in-system warp.

6   A problem was fixed in ships would get too close to a planet when the helmsman was given a command to orbit a target and the target was a planet without an atmosphere.

7   The wingman capture command was refined so that it is now less likely to destroy an enemy ship that it is trying to capture.

8   The nVidia problem where plasma is being drawn on the celestial sphere can be addressed by getting the updated nVidia video card drivers (Detonator 618 drivers).

9   Added 8 button joystick support.

10 Added joystick rudder support.

11 Added force feedback support through DirectX.