Sid Meier's Alpha Centauri
v4.0 Patch
COMPANY
Firaxis
<http://www.firaxis.com>
SIZE 2.84 MB
ADDED 7/7/99

Changes in v4.0:   **ADDITIONS\ENHANCEMENTS**   Check out the new landmark: the Manifold Nexus, a ruined remnant of an extensive alien complex with a mysterious relationship to the Planet itself. The faction possessing the Nexus inside its territory enjoys an improved relationship with Planet (+1 on the Social Engineering scale). You can now see AI player's social engineering settings. Wheelmouse support implemented for most listboxes and when picking production choices. **FIXES** Singularity reactors now have 40 HP, so they are balanced in psi combat. The AI no longer can use missiles beyond their designated range. You can no longer use long-range fire via right-click when out of range of the target. Automated formers no longer build bunkers prior to having the required technology. The Self-Aware Colony now correctly halves maintenance. The Space Elevator now correctly doubles mineral production when building satellites. Units should no longer switch their home bases automatically. The game no longer locks up when all players choose factions in a MP scenario that aren't present and END OF TURN is selected. Airdropped transports no longer leave cargo behind. You can no longer switch the AI's governor settings from the F4 screen. If you zoom to a base from the F4 Base Operations screen, when you return to the F4 screen you can now use the PgUp and PgDn hotkeys to scroll the window. Loading a map in the scenario editor after generating one now updates the minimap.