Star Trek: Birth of the Federation
v1.0.2 Patch

COMPANY
MicroProse

SIZE
4.18 MB

ADDED
7/29/99

- Loading a saved multiplayer game will now take longer over the Internet, MSN Gaming Zone and modem. The program would sometimes lose data packets in earlier versions of the game. This resulted in several problems, such as when a guest would be stuck at the Empire Selection screen after the host loaded a saved game. Birth of the Federation now uses DirectPlay's guaranteed send feature, which takes 2-3 times longer than the non-guaranteed send.
- While a saved multiplayer game is loaded, the host will now see the following message: "Sending saved game..." Guests will see "Receiving saved game..."
- Version 1.0.2 should fix the problem of the program not connecting over the Internet after you specify the host's IP address.
- In version 1.0.1, if you steal your second ship and then merge it together with the first stolen ship on the same turn, the game will crash when it processes the turn. (If you merge with a different ship or merge the first ship into the second ship, the game will not crash). This problem has been fixed in version 1.0.2.
- The crash that occurred if a starbase was built and then destroyed in the same turn has been fixed.