Contents

Update Notes: 29 June 03

>> **Publish 0**

Advanced planets are now available.

Bug Fixes

1. AI: Fixed instances of stuck AI
2. AI: fix for /aim exploit that kept AI from aggroing on the attacker
3. Cloning: fix cloning sometimes teleporting player to the facility's location instead of inside it
4. Crafting: fix for crafting failure and success messages
5. Crafting: Weapon Experimentation: should be functional as intended now
6. Creatures: Baby creatures will no longer give xp (for killing them, that is)
7. Faction: Fixed exploit where you can gain much too much faction points from missions.
8. Grief: added /eject, a command that can be used if you are locked on someone's balcony
9. Groups: fixed group xp bonus being too high
10. Groups: prevented groups of more than 20
11. Login: Fixed an issue where sometimes a player's name would not be correct in the character selection UI
12. Missions: fix for disappearing mission objectives
13. Missions: fix for players running out of available missions (you go to take a mission, and there are none available)
14. Missions: fixed missions sometimes appearing in water
15. Name Validation: improvements to catch more obscene names, and not prohibit valid names.
16. Special Edition Goggles: fixed a rare race/gender/customization combination that prevented goggles from working
17. Tutorial: fixed issue where players would sometimes not get starting equipment
18. UI: Fixed UI settings not saving sometimes.
19. Vendors: make refused vendor items not disappear
20. Visual: fixed some instances of floating creatures

Update Notes: 30 June 03

>> **Publish 0**

1. Improved client stability
2. Improved client performance

Update Notes: 1 July 03

>> **Publish 0**

1. Fix for sometimes not getting XP/Loot from creatures
2. Fixed vendor completed sales dissapearing and assertion when negotiating bugs
3. Upped group combat experience
4. Survey mission fixes
5. Berserk1 damage lowered
6. Fixed inability to abort some destroy missions
7. Many fixes to the Rebel Hideout and Jabba's Palace Quests
8. Shader fix for cantina wall trim missing from debug DirectX clients
9. Improved spawning locations for many NPCs (so fewer of them will be in walls)
10. If you were in a building when you died, and you left a corpse, and then that building was deleted, your corpse would be gone. We now put that corpse on the terrain of where the building was.
11. Fix for bluff-loop when creatures attempt to bluff someone away from their lair
12. Client now informs user if they don't meet the minimum specs (256 MB of ram) and exits
13. Fixed some xp distribution bugs
14. Improved client stability

Update Notes: 3 July 03

>> **Publish 0**

1. The Xp problem gating doctors and combat medics from advancing has been resolved.
2. Merchants should now accrue XP faster.
3. You should now be able to stand up when in the water
4. The range for /corpse has been increased.
5. Lots of fixes for the Imperial theme park.
6. Improved AI in dungeons.
7. Faction pets will now destroy themselves (and the pet control device) when they die
8. Faction pets now take 60 seconds to store
9. Faction pets can no longer be stored if they are in combat or if their master is in combat
10. We have made some fixes that should help the "disappearing house" problem.

Update Notes: 8 July 03

>> **Publish 0**

1. If a creature breaks your /maskscent you cannot remask your scent for 60 seconds.
2. We have some fixes to address trading not working occasionally, inability to access items in harvesters or vendors, and items vanishing after being looted from corpses. Once we have verified that these fixes are working correctly, we will be bringing back the normal death system.
3. Mobs in caves and other interiors should pathfind a lot better now.
4. We have done a series of client optimizations to improve client performance.
5. Critical events when sampling have been increased in frequency.
6. There are now more types of critical events in sampling.
7. There is now a 25 second delay between sample attempts.
8. The action pool cost of sampling has been increased.
9. Installations will now cease to work unless their maintenance is fully paid up.

Update Notes: 17 July 03

>> **Publish 0**

1. Fixed client crash related to the radial menu.
2. Fixed knockdown exploit that made some creature encounters trivial.
3. Vendors can no longer be traded between players.
4. Fixed issue with some mission objectives not spawning.

Update Notes: 22 July 03

>> **Publish 0**

1. Pets should now retain damage and wounds while in storage.
2. Fixed a client crash if you log into an interior which is then deleted on your client.
3. Fixed an issue where your character would log into an interior at the wrong spot.
4. Added character name to delete character confirmation dialog box to prevent deletion of the wrong character.
5. Continued client optimizations. (reducing stuttering in cities)
6. Fixed a problem with the camera zooming in to the neck when customizing the face.
7. Improved server stability.

Update Notes: 30 July 03

>> **Publish 0**

1. NOTE: We have disabled insurance costs. Thanks for your patience with us here.
2. Now limit user to having 3 open customer service tickets at one time, this should allow us to assist a great range of customers at a higher pace. Feel free to submit more tickets as your top issues get resolved.
3. Fixed movement rate of 'cat' type creatures like the Jax. Poor guy was running too slowly and being picked off like dogs.
4. Fixed bug where house terminals would not always show up.
5. Droid Modules now work again.
6. Endor, Yavin 4 and Dathomir are no build zones for everything except installations and camps. As designed, you will not be able to place houses on these planets. If you have a house, we recommend you pack it up and move before the Empire becomes aware of it.
7. Fixed bug where characters would warp to coordinate 0,0.
8. Resolved Changed /painicShot such that it can?t be executed over and over with little cost.
9. Relaxed limits on creating characters during heavy server load

Update Notes: 1 August 03

>> **Publish 0**

1. Fixed a problem where the player's inventory was not displaying volume correctly.
2. Added a system message when a mission waypoint moves and an explanation why it moves
3. Fixed a problem which would cause people who had logged out to appear linkdead and still in the game for hours
4. Fixed a bug where you could kill someone else's vendor
5. Improved server stability
6. Improved server performance
7. Worn equipped items will no longer shows all their contents as being equipped
8. Fixed a problem where an inventory window would always come up tiny.
9. Fixed a problem where you would trade with another player, then that other player would immediately delete their character, and you would lose the items you had traded for.

Update Notes: 2 August 03

>> **Publish 0**

1. Fixed a problem where crafting components (especially DNA for bioengineers) could get duplicated by walking across server boundaries

2. Fixed a significant problem which could cause one gameserver to get extremely slow - had to do with a player who is followed by a pet into their house when their house is on a server boundary. Happened rarely, but when it did happen, the server would be slow until it was bounced (frequently hours). We believe this is fixed.

3. Fixed a problem where, when doing missions for the Rebel or Hutt Themepark, you'd be told your mission reward was placed in your inventory - but you were told this on missions where the only reward was faction and credits, misleading you into thinking you were supposed to get an object. This message has been fixed.

4. Fixed a problem where some static spawns respawned much too quickly (making for people camping there and killing the thing in question over and over).

Update Notes: 5 August 03

>> **Publish 0**

1. We have reduced the number of tickets customers can submit from 3 to 1. When a CSR takes a ticket to assist a customer, all of that customers concerns are resolved, not just the one on the ticket. If you have another issue come up when you have an outstanding ticket, add that information to your existing ticket. The CSR will help solve all outstanding issues when they talk to you.

2. Fixed the missing elevator button/guild management terminal/house management terminals. Really this time!

3. Fixed an exploit where a harvester could be turned off or on by someone who wasn't its owner.

4. Fixed an exploit where you could sometimes attack a lair and not be attacked in return.

Update Notes: 6 August 03

>> **Publish 0**

1. Fixed an item that couldn't be targeted once it was dropped in a house

Publish 1 Notes: 13 August 03

Professions

Armorsmith

- Fixed a problem with the armorweave armor segment which prevented experimentation on it's special effectiveness.
- Armor should be properly hueable now.
- Fixed armor segments so that their special protection effectiveness properly corresponds to the armor set.
- Crafters can now experiment on the special protection effectiveness attribute on armor segments
- Special protection effectiveness is now falls under resistance experimentation. Integrity is affected by the durability experimentation.
- Fixed a problem where skills were not granting enough assembly and experimentation. These skill mods now add up to 100 for the master.
- Fixed bad resource references on the advanced chemical dispersion and advanced padded armor components. They should now be craftable.
- Fixed bug that added component armor values to the final object twice.
- Fixed a problem with mind encumbrance using the wrong experimentation attribute in armor schematics.

Weaponsmith

- A weapon stock is no longer required on the DH17 carbines.
- The minimum HAM penalty range on option weapon components has been reduced to zero. Therefore it is technically possible to experiment away all of the penalties.
- The positive effects of optional weapon components have been increased slightly.
- Fixed durability experimentation on weapon components so that it affects their integrity properly.
- Fixed a problem where skills were not granting enough assembly and experimentation. These skill mods now add up to 100 for the master.
- Fixed a bug in the beam rifle which made it appear to be an acid beam rifle.

- Added attribute examination to munition components as well as weapon and armor component enhancements.
- Corrected bad resource references in several advanced components: Dispersal Mechanism, Vibro Blade Unit, and Chemical Dispersal Mechanism.

Bio-Engineer
- Fixed a bug in XP calcs when sampling from creature deeds
- Added range check at end of sample time to prevent exploit
- Can no longer sample from the rancor in the cage at Jabba's palace (funny though)
- Reduced xp rewards when sampling from deeds
- Allowed Bio-Engineer to sample from their own pets
- Removed ability to sample from baby creatures.

Combat Medic

- Reworked the way area healing and area damage over time medicines function. They should be much more reliable now and they shouldn't use a charge for each target affected.
- Fixed a problem with area stimpacks requiring Medicine Use. They should require Combat Medicine Use. This fix only affects newly crafted stimpacks, so old ones will still require Medicine Use.
- Fixed a problem where the Combat Medic's effectiveness skill mod was not properly increasing the power of medicines that do damage over time..

Creature Handler
- Non-creature handlers will not gain creaturehandler xp now.
- You must have at least a 15% chance of taming a creature to get the taming menu option
- Reduced regen stats of baby creatures and pets.
- Baby creatures will not attempt to follow each other
- Pet control devices cannot be transferred to someone who is at their max-count for number of stored pets
- Creature handlers will be able to transfer pets to non-creatureHandlers. The non-creature handlers will not be able to train the pet new commands, but they will be able to store them, call them, and issue any commands that the pet already knows. Note, only

certain types of creatures, all fairly low level, can be controlled by a non-creature handler.

- Pets can now attack creature lairs.
- Fixed scaling bug with tamable creatures which resulted in too-small or too-large baby variants.
- Pets will never be "death-blowed", but instead will suffer a reduction in max Health, Action and Mind in cases where they would have been death-blowed.
- Creature handlers will not be able to 'call' pets that they would have no chance of taming
- Fixed an issue with pets wandering around aimlessly in the midst of combat
- Fixed an issue with pets bolting to the location they were called during/after combat
- Removed the requirement for a creature handler to be within 30 meters of his pet in order to gain xp.
- Added a system message explaining why transfering a pet fails

Smuggler
- Increased the damage and the action cost of the /lastditch smuggler attack.
- Weapon slicing no longer has a chance of slowing a weapon down. It now properly speeds the weapon up.

Droid Engineer
- You can now get a more detailed Examine window on droid components.
- Changed the armor integrity attribute to armor toughness
- Added mechanism quality to the Examine window for droid deeds.
- Removed personality chip ingredient slots from droids that don't talk
- Added the surgical droid to the list of droids that do talk.
- It is no longer possible to apply damage over time effects to droids.
- Droid medic modules should now have a variable effect on medical wound healing, depending on what quality medical modules were built into the droid.
- Droids allow a person to drag an item on top of their pet droid to store an item in it. (assuming that the droid has a storage module, of course).
- Droid pets will die when incapacitated

- Fixed a problem that prevented surgical droids from being used to heal wounds.

Scout
- Bigger camps now grant xp slightly faster than smaller camps.
- The rate at which camps accumulate XP to award when they are disbanded has been increased.
- You can now place camps in no-build regions (but you still cannot in city regions)
- Camps now auto-heal faster as their level increases (i.e. a high tech base heals faster than a two person kit).
- Baby creatures now yield 1/4th the resources and xp of an adult when harvested.
- The mind pool damage done by the sharp bone spur has been decreased.
- The ranged and melee defense debuff traps have been strengthened slightly.
- Fixed the description of FX on a couple traps.
- Attempts at scent masking against creatures should be more successful.
- Scent masking should be much less likely to break against large groups of creatures now.
- There is a chance that a creature that detects you while you are scent masked will attack you.
- Improved mask scent's ability to make a creature ignore the player
- Camps will now properly give XP.

Medic
- Reduced the number of resource attributes that are factored into medicine crafting. This should make it easier to keep track of what is needed.
- Removed durability experimentation from medicines since medicines do not decay.
- Experimentation on the duration of damage over time and Enhancement medicines is now done through experimental effectiveness.
- Fixed a problem with enhancement medpack B's which prevented them from granting crafting experience.

- Added healing kill credit for medics that perform healing on same group combatants
- Added the /diagnose command to novice medic skill. This command gives you feedback on what wounds a targeted player has.
- Added auto-wound select to tendWound if no wound is specified.
- Fixed a problem that enabled revive packs to fire on a /healWound command.

Merchant
- Fixed an exploit where you could steal things from vendors
- Fixed the max sale price on vendors being the same as the bazaar.
- You now have to select "init vendor" from the vendor options after you place your vendor to activate it.

Entertainers, Dancers, and Musicians
- Added checks and failsafes to prevent getting stuck "performing" when not actually performing.
- Added check when player joins group to make sure they are playing the same song as the group.
- Added messages for /bandflourishes
- New flourishes for poplock dance: Flourishes 5, 6, 7, 8
- New flourishes for rythmic dance: Flourishes 3, 4, 5, 6, 7, 8.
- Fixed bug with /changebandmusic and band members that are not performing
- Made /bandflourish on/off setting persist
- Added status check for /bandFlourish on/off

Artisan
- Exploit fix for surverying, now if you sell back your survey skills and try to use a survey tool, it will ask you to reset your survey settings. If you abort this, the lowest setting will be used.
- The survey UI will scroll to the last used resource in each survey tool
- Survey Fix "here" icon rotation when inside.
- Various visual & usability improvements to the survey UI.
- Fireworks: Made all fireworks not loop after the first display of particles.

Economy

Bazaar and bank

- Make instant sales money transfers go player to player rather than through the bazaar (receiving the payment should be more reliable)
- Update automated bazaar mail messages to contain more data
- Add resource type name to auction name for resource containers
- Enforced a timeout of 30 seconds for bank transfer window
- Forced bank transfer window to close on other bank transactions

Crafting

- Many fixes to crafting experimentation were made. It should be working much better now.
- Fixed an exploit where you could duplicate components
- You now only get UXP on components that someone else made.
- Made crafting/manf hoppers visible to players.
- Creature lairs now have a "Search Lair" option. This option may only be used once per lair.
- Searching a creature lair may now yield egg resources or animal samples. The eggs can be used for food crafting
- Animal samples may be used in animal particle effects generator craftable by an artisan with Engineering I.
- Fixed powerups to work properly when manufactured from a schematic. This means that they should function correctly when built in factories.
- Added messages for when manf stations run out of ingredients.
- Fixed manf schems & factory crates to display the attributes of their manufactured item
- Don't let users try to activate a harvester without setting a resource first
- Fixed "can't retrieve resources the first time" bug
- Various visual & usability improvements
- Fix default button on harvesters page
- Fixed an issue that prevented certain powerups (stocks) from being attached to items they should have been allowed to attach to.
- Send mail to player when their manf station runs out of power.

Fishing

- You can now examine fishing poles to determine their quality.

- Made fishing more fun & interactive in stages "nibble" & "bite"
- Added the "star rating" fish density & vegetation meters

Housing and structures
- Fix bug that was preventing characters from getting ejected from ramp edges
- Players now get punted from a house when their access fee permission times out.
- Structures under construction could get into a state where they weren't able to finish their construction - structures now detect this state, and fix themselves.
- The default image on player structure signs has been updated from the bank/credits symbol
- Adding banner like signs for over the door style addresses
- There were some turret AI updates
- Made public crafting stations immovable to regular folks

Combat

General Combat
- Changed berserk to be a 75 point damage increase instead of double base damage
- Decreased berserk costs slightly
- Fixed double berserk spam
- fixed berserk sometimes stopping combat loop
- Modified unarmed special move damage modifiers to improve their combat abilities
- Increased unarmed damage progression slightly
- Increased melee1h damage for special moves
- Fixed wildshot2 not working
- Fixed melee2hlunge2 not having an animation
- Fixed multitargetpistolshot not working
- Fixed suppressionfire 1/2 not changing posture properly
- Fixed acid rifle certification
- Added xp bonus for non-damaging moves
- Fixed fastblast combat spam
- Increased power of bountyhunter/commando moves
- Fix for xp exploit: Killing baby pets won't grant xp.
- Bring /con messages in line with new colors

- Fix fragmentation grenade blast self hit/miss
- A fix went in for an exploit involving damage over time.

Battlefields
- Added error messaging to battlefield reinforcements so that you know when it fails due to lack of faction points.
- You can no longer build battlefield structures outside of the battlefield perimeter even if it is in range of a constructor.
- Added explosion effects to all destructible battlefield objects.
- Fix problem with group ham bars all turning violet (or orange, now)

Death and cloning
- Fixed issue with player spawning in wrong room of outpost cloning facility
- Respawn fx added.

Grouping
- Improvements to help deal with the bug where group members get removed from group chat at the wrong times
- Fixed bugs with group difficulty calculations. This should also correct problems with the XP awards in groups.
- Fix crazy group icon showing up in all the wrong places
- Fixed group chat going away if anyone leaves the group

PvP
- Control of static factional dungeons now affects the status of control of the Galaxy in the Galactic Civil War. - The number of player-built factional HQs on the map now affects control of the Galaxy as well. - The side that is winning in the Galactic Civil War conflict gets a 15% bonus to all earned XP. - The side that is losing in the Galactic Civil War gets a 30% discount on the cost of all faction perks. - Reduced the cost of factional perks to compensate for the slower gain rate for faction points.
- Fixed duels preventing secure trade.
- Faction point caps are now variable for your aligned faction. The amount of faction you can have is equal to the cost to reach your current rank times 10.1. This means at the rank of Colonel, which costs 6000 faction to achieve, you can have up to 66,000 faction points stored up.

- Made it so that you will get a faction enemy flag for attacking someone who is factioned, even if the attacker was a personal enemy.

Creatures and AI

Pathfinding bug fixes and improvements, especially in interiors.

Stuck AI's will warp past the thing they are stuck on to get to a target

Lairs:

- Reduced frequency that creatures near their lair will 'bluff'
- The first couple creatures spawned by a creature lair will never be Baby creatures.
- Increased spawn rate on boss mob lairs, added new boss mob lairs, moved large creature newbie spawns to world/default spawners, expanded newbie spawn regions.
- Lair defenders will not defend their lair until it has actually been damaged

Updated some creatures' level for balance.

Pets will be able to follow their masters into buildings/caves

Non-aggressive npcs will defend their lairs

Upped level on lantern birds to be inline with rest of Endor.

Servers

- Login: Fixed case where some characters could get into a state where they were unable to login - happened in approximately 1 in 100,000 logins.
- Many, many, many server crash fixes, login process fixes, slowdowns, and database problems have been corrected.

The World

New locations

- There are rumors of a new Nightsister Spider Cave on Dathomir.
- Rori has seen notable new activity among Garyn Raiders. They may have built a new bunker.
- As you know, Lok is a dangerous place. We've even heard rumors of a town terrorized by Kimogilas...
- The Empire is not pleased to hear that pirate activity has increased on Naboo, including the construction of a new bunker.
- Corellia has also seen more criminal activity, the Chunker Gang has built a new bunker there.

- There's a new Giant Decay Mite Cave on Talus.
- And a Giant Fynock Cave on Talus.
- And a Pygmy Torton Cave on Rori.
- And a Bark Mite Cave on Rori.
- The Rebels have packed up their base on Tatooine. Rumor has it that they may have relocated to Rori to avoid Imperial detection...
- Modran Borvo's Champion has been rumored to be on Naboo.
- Word is that there's a newly founded Rorgungan Swamp Town with some fellow named Captain Hassk, on Rori.
- Beware of Lord Nyax on Corellia!
- New battle spawn areas: these are not battlefields in the formal sense, but rather spawn areas that are battles between two sides.
  - Rebels vs. Imperials battle on Corellia.
  - Drall vs. Corsec battle on Corellia.
  - Hunters vs. Creatures battle on Rori.
  - Corsec vs. the Flail battle on Talus.

Content
- Fort Tusken - Set up Fort Tusken to spawn in waves. - Added a fort tusken champion
- Herald NPCs for static dungeons created and placed. These NPCs are located in various towns and other locations and give out information related to the static dungeons.
- Converted six Imperial or Rebel dungeons into factional dungeons that can be controlled/defended by either faction. These PvE dungeons can change sides based on who is winning the battle there.
- There are battles that now contain AT-ATs.
- Non-aggro giant creatures added to newbie spawn areas.
- Gambling: - Added slot machines and roulette to hotels and some cantinas. - Adding gambling commands: /joinGame, /leaveGame, & /bet
- Moved location of Tusken Village so that it's not so easy to ace it over and over
- Adjusted ancient krayt spawn rate
- The sarlacc is now more interesting. All newbies should run there right away to see it. Or not.
- Added range checking to travel ticket purchases. You must now stay near the terminal in order to complete a purchase.

- Tusken Raiders: increased the level of Tusken raider special attacks across the board
- Fixed rebel specops soldiers appearing as Imperial Officers
- Fixed Talon Karrde (who used to be a wealthy, over-40's Zabrak woman)

Quests and missions

- Delivery Missions: Added many more delivery mission locations in cities so that NPCs wouldn't all stand around in the same place
- Missions: low end missions now pay less, high end missions pay more.
- Missions: if a location is off-planet, display both the planet and region name
- Group mission rewards have had their range extended from 64m to 200m. this means that to receive part of a mission reward, group members must be within 200m of the player that took the mission at time of completion.
- Missions: New mission terminals added for Artisan (crafting, and surveying missions), Entertainer (musician and dancer gig missions) and Explorer (hunting missions, and recon) mission types.
- Various mission difficulty fixes.
- Integrated a group mission payout fix.
- Fixed group mission money split.
- Destroy mission min difficulty and payoff balancing pass.
- Updates put in place for all static quests, theme park quests, and random quests
- Fixed a potential problem with making an escort a thug (if you have low thug faction he attacks you and you can't escort him back) on the Emperor's first quest
- Emperor now sends you to see Vader
- Added a new special grenade called the "Zicx Bug Bomb" - rewarded to players who complete a quest which begins by speaking to a disgraced weapons designer hiding somewhere on Rori...

Tutorial

- Fixed a problem where sometimes a player would be unable to join a regular bank after leaving the tutorial.
- Made the pirate in the newbie tutorial con green to new players.
- Fixed random spam in tutorial bug
- Fixed problems with code strings in automatic waypoints

Loot

- Added armor segment and segment enhancement loot drops
- Added the ability for loot items to have randomized stats. The chance and extent of randomized stats is based on the creature's level.
- Added the ability for the loot system to drop functional crafting components.
- Added special loot items for a number of creature types. These items can only be found on specific creatures. Many of these items are components which can be used in the crafting process. Start looking. :)
- Added exceptional and legendary item/component drops. These items are very rare and are found only on high level creatures.
- Added the ability for weapons and armor to drop with skill mods.
- Static (placed) locked crates and dropped locked crates will now have loot in them again.
- When looting a resource container, the default action is now pickup instead of split.

The Client

UI

- Hid born date and played time on the character sheet, since they didn't display anything.
- /find: added bazaar, mission, & bank terminals to /find and planetary map
- Strings: Fixed lots of spelling mistakes, added many new descriptions
- Improved container error messages (so you have a better idea why you cannot drop something, or put it into a container)
- fix range checks to objects in containers (bug was causing the UI to use the very topmost container, which for interior objects was the building itself)
- fix for more ui settings not saving
- Character Sheet: fix for data display on character sheet
- Containers: fixed a bug that allows players to remove doubly-nested objects from containers they don't own
- Examine: weapon attribs now show damage type, armor piercing level, damage over times, & powerups
- Examine: reformat weapon special move attack costs in attributes
- Examine: display crafting tool effectiveness in attributes
- Inventory: fix inventory sort order not saving

- Inventory: don't highlight things as equipped when they are in an equipped bag
- Mail: fix sort order for mail browser on the date column
- Overhead Map: render waypoints on overhead map
- Planetmap: allow closer zooming of the planet map
- Radar: change radar blips to render top to bottom: player, target, group leader, group members, can attack you, players, creatures, others
- Radar: make control-mousewheel work with radar window
- Skill Page: skill mods, commands, and certifications now sorted
- Skill Page: show skill titles in skill information
- Split: make sure splitting can't occur on objects we can't manipulate
- Split: add resource name to resource splitter
- Trades: fewer actions will cancel trades
- Travel: fix partial occlusion of galacticmap/planetmap button, also restack planets so Rori is selectable
- XP Monitor: make exp monitor choose a more appropriate skill to display when the currently selected skill is learned
- Waypoints: fixed bugs with waypoint naming
- Waypoints: fix waypoints being deactivated when traveling
- Enable button bar mail icon
- New HUD element available for labeling waypoints and showing distance to them. You can now also turn off the flashing arrows pointing towards waypoints if you'd rather use the new UI widget.

Audio
- Added sounds for steam and sparks
- Attached sounds to 3po protocol droid
- R2D2 now has correct sounds attached
- Pitch shift removed from random stormtrooper conversation sounds
- Fixed all sound crackling, popping, warbling resulting from sound buffer starvation.

Client and visuals
- Client: More framerate improvements
- Fixed a crash in the intro.
- Fixed numerous other client crashes.
- Client Performance: sped up collision by breaking up geometry into pieces

- Fixes for floating buildings.
- Fixed the problem with running while holding a rifle, where the run would appear jerky.
- Fixed Rori fog
- Changed cluster selection screen to sort by performance & population, then recommend up to 5 servers
- A bunch of work on water visuals.
- Add warning dialog boxes for old drivers
- Update terrain sliders to match new max defaults

Update Notes: 14 August 03

>> **Publish 1**

1. Fixed a bug where vendors and the items in the vendors' inventory count against your overall house limit.
2. Fixed a bug where inventory would misreport values when at max capacity.
3. Fixed a bug where you could overload your inventory using equipped backpacks and nested containers.
4. All factory crates now have a volume of 1.
5. House limits are now 75 per lot (instead of 25 per lot), with a max capacity of 250.
6. Fixed Creature Difficulty display on the pet control device.
7. Allows a Creature Handler to call a creature if the creature's *current* level is low enough.
8. Added correct error messages explaining why a particular creature cannot be called.
9. Fixed a problem where a backpack wouldn't show up in inventory if it was equipped along with a particular dress, robe, or cloak.
10. Increased difficulty of low level creatures
11. Fixed a problem where a server could hang for extended periods.

Update Notes: 15 August 03

>> **Publish 1**

1. Reset resource pools for both Lowca and Radiant clusters.
2. Fixed a problem where AI would stop at city boundaries.
3. Reduced the chance of weapon decay from overcharge shot.
4. Reduced the chance of weapon decay on weapons with powerups.

5. Fixed an additional robe/backpack combination where the backpack would not appear in your inventory.
6. Fixed a problem where the Rantok Sword couldn't be picked up after the G-5PO mission.
7. Added additional information to the loading screen.
8. Added ability to specify the vertex and pixel shader version in the SwgClient setup program.
9. Fixed a problem where the interest icon (The Big Yellow I) for NPCs would remain after death.
10. Improved Interest indicator (The Big Yellow I is now the Rotating Blue I) over NPC heads.
11. Harvesters must now be empty and off in order to redeed them.
12. Corrected position of names on the overhead map.
13. Added missing piece of personal chemical harvester.
14. Reduced the frequency of puke effect after consuming spice.
15. Fixed roulette betting bug where players would pay total amount, but display would only show cash.
16. Upped roulette table capacity to 10 players from 5.
17. Upped roulette max bet to 10000 credits from 1000.
18. Fixed a problem where you could bet over the maximum prescribed amount.
19. Added the ability to voluntarily remove powerups from weapons.
20. Powerup crafting: experimenting on a powerup will now be reflected real-time in the item attributes window.
21. Powerup crafting: powerup names may now be changed and will reflect the crafted name if altered.
22. Powerup crafting: experimentation on a powerup now increases the initial attribute values instead of re-rolling them.
23. Powerup crafting: powerup schematics should now receive the appropriate attributes of the final experimented prototype.
24. Powerup manufacturing: per above, crafted powerups will now be identical to the final attributes of the prototype in the experimentation window.

Update Notes: 16 August 03

>> **Publish 1**

1. Fixed a problem where your vendor would not be initialized correctly. All players owning a vendor should have access at this point.
2. Fixed an issue where Stormtrooper targets would not spawn for Rebel factional missions.
3. Improved a problem where AI would stop at a city boundary.

4. Fixed a problem where destroy missions would not show up on mission boards for lower level players.
5. Improved overall flow of bug bomb quest.

Update Notes: 19 August 03

>> Publish 1

1. Fixed an exploit where you could enter a PvE battlefield when injured in order to get a full heal when you exited it.
2. Gurrecks and Giant Sand Beetles now have light armor, instead of medium armor.
3. The Toxic Marek Battle Lord and the Gnarled Rancor no longer have special area effect attacks.
4. Second attempted fix for vendors that were not working when the region they were in changed names - they would appear to be initialized, but would be non-functional.
5. T-21 was nerfed in a previous patch, it has been unnerfed.
6. You can no longer snipershot a pet.
7. Resources on Starsider and Intrepid have been reset

Update Notes: 20 August 03

>> Publish 1

1. Changed harvesters such that when you re-deed a harvester both maintenance and power will carry over.
2. Fixed a PVP DOT exploit. Damage Over Time (DOT) attacks now result in a Temporary Enemy Flag. (TEF)
3. Fixed a problem where a factory would become non-functional when completing manufacture of the last item in a schematic run.
4. T-21 Rifle update: Reduced armor piercing class from heavy to light.
5. T-21 Rifle update: Increased fire rate.
6. T-21 Rifle update: Reduced the overall damage per second.
7. T-21 Rifle update: Increased chance to hit.
8. After the Monthly Update, some Mon Cal and Trandoshan females lost their customization data. We've fixed it so this can't happen again. Additionally, if you haven't been to an Image Designer, you should revert to your pre-update status.
9. Fixed a problem where the Sarlacc would lose its special attack.

10. Solved a problem where creatures occasionally wouldn't attack you if you were standing in a lair.

11. Made it more difficult to delete a character, thus reducing the frequency of accidental deletes.

Update Notes: 21 August 03

>> Publish 1

1. Fixed a bug that prevented medium and large flora harvesters from being crafted. Crafting these will now work.

2. Fixed a problem where you could get into the a PA Hall basement or attic and be unable to use the elevator to get out.

3. Updated Image Designers to give them the ability to modify all available customization options for Mon Cals and Trandoshans.

4. /eject will now work from inside structures - if you get trapped for whatever reason in a building, you can /eject yourself from it to get out.

5. Everything placed by a player inside a player structure will be non-collidable (to prevent players from trying to trap each other in their houses).

Update Notes: 22 August 03

>> Publish 1

1. Fixed bazaar terminal issues in (the previously named) Lianorm Swamp area. These should be functional again.

2. Crafting missions would grant schematics that would sometimes not get deleted if you abort the mission. Eventually this can clutter up the datapad with undestroyable and useless schematics. This issue has been fixed.

3. Fixed an issue (recently created) where doors on player structures wouldn't open when you approached them, even if you had access to the structure.

4. T-21 changed (again)
   a. Armor piercing raised to Heavy
   b. Max Damage raised to 200..375
   c. Min Damage raised to 80..115
   d. Attack Speed raised to 65..105
   e. Zero Range Mod lowered to -70
   f. MaxRange Mod Raised to 10

5. We now attempt to detect cases where a character has lost a skill accidentally (through a bug that we haven't been able to track down yet). When we detect that this happens, we will now automagically restore the skill.

6. Fixed an issue with stat migration - on login, we detect if you have a stat migrated out of the correct species range (ie, the value is too high and we need to lower it, or the value is too low, and we need to raise it) we automatically fix the problem. Players who run into this issue will receive an in-game email informing them of it.

Update Notes: 26 August 03

>> **Publish 1**

1. Changed factories temporarily such that they no longer require a fee to re-deed.
2. Reverted the stats rule changes made Friday.
3. Increased the rate of loot drops.
4. Corrected a problem on the server that would result in invalid resources occasionally being generated.
5. Fixed /eject, such that it only works with player structures.
6. Changed medic XP such that you no longer get XP for healing pets.
7. Fixed a problem where players could apply a bleeding shot to AT-STs.
8. Fixed a problem where a gameserver would run very slow on startup.
9. Fixed a crash in the database server.
10. Fixed a problem where you could dupe crafting components.
11. Fixed an exploit where you could gain unlimited creature handler XP.

Update Notes: 29 August 03

>> **Publish 1**

1. Fixed a problem with Bounty Hunters where bad data could crash the client. If you have encountered this crash on your current mission, you should abort it and take a new one. This has proven to be a more difficult problem than most to track down. We are grateful to the customers who volunteered the time of their character to help us track it down.
2. Changed the command /setcurrentskilltitle so you couldn't set a title you didn't actually possess.

Publish 2 Notes: 4 September 03

>> **Publish 2** (Weapons and Pets)

General

1. Fixed some errors with groups and looting notification. Players in groups were not getting loot all the time. Now they should always get proper loot.
2. Fix for elevator bug that would cause players to be trapped on the bottom or top floor of a building.
3. New character deletion dialog to prevent accidental deletion. You must now also type "delete" character name to it to work.
4. Added separate level of detail sliders for various systems (particle, character, and static object) This was done to allow for more flexibility for players to decide what they wanted to see in high detail and low detail.
5. Fix to prevent exploiting creature lairs by standing inside them. Players were successfully completing missions by getting inside the lair and destroying it without the creatures aggroing on them. It should no longer happen.
6. Fix to prevent accidental harvester deletions. There is now a system message reminding you to remove any contents in the hopper, and/or to power down the harvester when trying to redeed it.
7. Fix equipped icon highlight. The color of the shade used to indicate an item is equipped has been altered to make it easier to see.
8. Allow for power and maintenance to carryover if structure is re-deeded. Power and maintenance values will remain in the harvester upon re-placement.
9. Factories re-deed costs have been re-instated. We had disabled them while we fixed the factory issues.
10. Profanity filter updates. Added more words to our filter.
11. Adjusted gambling game names. The new names are, "Lugjack machine", and "Jubilee Wheel".
12. Adding "no reclaim" status to some buildings such as factional installations. You cannot re-deed these structures now.
13. Power update. Potential energy attribute > 500 yields up to two times more power output. Power of that quality can last up to two times longer.
14. Radioactive sampling causes ill effects. It will now make you take damage when trying to manually sample radioactive materials.
15. Fixed issue where skills could be inadvertently surrendered. Some players had problems with their skills being removed. This has been fixed.

16. Added "/addPower" command to allow you to deposit power without using the radial menu.
17. Fixed an issue that allowed players to set a skill title that they did not earn. Players were using a / command to set their title to whatever they wanted. This is fixed.
18. Fixed an issue where fireworks would launch too quickly, in the fireworks show package. We added a delay to them which solves this problem.
19. Auction items and vendor locations should clean up properly when a player vendor is removed.
20. Fixed some issues with splitting resources when it should not be allowed. There were several exploits with splitting resources over and over again using your vendor. This is fixed.
21. Fixed an issue where players where unable to retrieve items from vendors and the bazaar. We had an issue with the region name that these vendors were in that disallowed items to be retrieved from them.
22. Fixed issue where players would leave public chat rooms when joining or leaving a group.
23. Fixed issue where the group window would not update properly when a group was disbanded.
24. Fixed issue where crafting stations with items in the input hopper would cause item limits in houses to not report correctly. Players were using an exploit to increase their house item capacity by tricking the system.
25. Fixed issue where resources would combine when placed on NPC vendors. This made it difficult to sell resources in set quantities.
26. Fixed an infinite inventory bug. Players used nested containers to trick the system.
27. Fixed an exploit with /rescue. Rangers could force other players into PVP without their consent.
28. Fixed a problem with Bounty Hunters where bad data could crash the client. If you have encountered this crash on your current mission, you should abort it and take a new one. This has proven to be a more difficult problem than most to track down. We are grateful to the customers who volunteered the time of their character to help us track it down.
29. Increased the minimum distance for destroy missions in small cities. We extended the minimum distance that a destroy mission will spawn now so that players will have to leave town in order to get them to spawn. The problem was that the spawn distance was too low, and the lairs were spawning as soon as the players took the missions. This allowed players to sit in town while others in their group could be outside of town, see the lair spawn and destroy it right away. This could be repeated over and over again for easy FP gain.
30. Fixed an issue where pets could sometimes be called when the player was in combat. This made pet owners more powerful than we want them to be.
31. Fixed some issues with guild chat channels. The chat server wasn't connecting to the client reliably. This should be resolved.
32. Fixed issue that prevented the removal of manufacturing schematics from factories. The "remove schematic" button now works properly.

33. Fixed issue where attributes would not regenerate properly. This would look like permanent stat loss, issue should be fixed now.

Crafting Profession Changes

1. Updated crafting requirements for the lightning rifle. It no longer requires a specific type of resource to make.
2. Removed the decayRate attribute from many schematics. Community feedback was overwhelming that we remove decay from clothing.
3. Fixed the C12 grenade schematic. The C12 grenade schematic will no longer show up as a C22 schematic
4. Raised the resource cost of the C22 grenade by 8 metal so that it costs more than the C12 grenade. Increased the experience to compensate.
5. Slightly increased the crafting effectiveness ranges on Padded and Composite armor segments. This will greatly improve the usefulness of armor.
6. Added the ability for weaponsmiths to craft the reinforcement core and advanced reinforcement core components. (See next entry)
7. Added the reinforcement core as a required component to gaderiffi baton, stun baton, two-handed axe, and power hammer. The addition of the component will enable the armorsmith to impart component bonuses on these items (making them more in line with other weapons).
8. Reduced the encumbrance penalty on armor layers and segments. The encumbrance costs of wearing armor were a bit too high.
9. Increased the maximum range of the special protection on armor layers. To add more variance.
10. Vendors will now properly accept clothing handed to them if you have the merchant skill Hiring IV. You will now see your vendors wearing the clothes you give them.
11. Added a "customize clothing" option on vendors that describes how to do this if you have Hiring IV. This feature teaches you how to dress your vendors.
12. Fixed the draft schematic for the harvesting mechanism architecture component. You can now craft this item.
13. Fixed tailor customization: The master box now grants an additional 55 colors.
14. Fixed a problem that prevented several loot armor components from not providing their special protections. They should work properly now.
15. Tweaked component loot values on armor segments and enhancements to correspond with changes made to draft schematics.
16. Fixed a problem with some loot weapon component enhancements increasing attack delay instead of decreasing it.

17. Changed shield generator experimentation so that the attribute categories match that of armor and armor components. It should be much more clear now.
18. Added merchant ability to update player shop signs. A new option on the terminal to choose which type of sign you want.
19. Fixed issue where factory created food would not have the correct quantity. You should get the correct quantity now, really.

Combat / Weapon changes

1. Increased unarmed damage.
2. Lowered average level of bounty mission mark.
3. T21 rifle updated. The damage values have been modified and armor piercing set to heavy.
4. Decreased two handed melee move costs.
5. Decreased polearm move costs.
6. Decreased unarmed move costs.
7. Slightly reduced the HAM costs on the gaderiffi baton, stun baton, two-handed axe, and power hammer to compensate for the extra HAM cost given by using the reinforcement core.
8. New skill names, descriptions, and improved titles for the Pistoleer. The improved refers to more appropriate names.
9. New skill names for Brawler and Marksman skills. Skill descriptions have been updated slightly as well.
10. Fixed issues with state defense modifiers. They didn't work, now they do.
11. Brought pistolMeleeDefense2 (pistolwhip 2) cost in line with pistolwhip 1 Pistolwhip2 now costs more to use.
12. Removed knockdown from disarming shot. The knockdown was never meant to be attached to that command. It was a bug.
13. Decreased knockdown delay to 5 seconds. Knockdown adds a 5 second delay to your queue.
14. Fixed surprise shot. It didn't work, now it does.
15. Change surprise shot so it doesn't remove cover. Surprise shot was only usable in cover, but it removed cover when you used it. Now it does not remove cover.
16. Increased vibroknuckler range to 5 meters.
17. Increased movement accuracy penalties/defensive bonuses. The "Run and Gun" technique has a bigger penalty, but gives greater ranged defense.
18. Fixed combat spam with grenades. Was not working, now it is.

19. Added 30 second posture change/knockdown timer.
20. Decreased cost of all knockdown moves. When we added the 30 second timer, the costs and damage needed adjustment.
21. Increased damage of all knockdown moves.
22. Fixed inability to attack some bounty hunter targets. Their attack flag was not persisting.
23. Added 5 charges to BH probots.
24. Added 10 charges to BH seekers.
25. Fixed combat spam for knockdown.
26. Added combat spam for the bug bomb. it did not exist before.
27. Any player may use the bug bomb grenade.
28. Flame Thrower Changes:
    - Rebalanced special moves.
    - Improved damage and range values.
    - Fixed bad range modifier for midrange .
    - Removed specific resource requirement from draft schematic .
    - Added rotating flamethrower beam.
    - Fixed particles.
29. Acid Rifle
    - Rebalanced special moves .
    - Improved damage and range values.
    - Fixed bad range modifier for midrange .
    - Removed specific resource requirement from draft schematic.
    - Added rotating acid beam.
    - Fixed particles.
30. Lightning Rifle (Bounty Hunter)
    - Rebalanced special moves.
    - Improved damage and range values.
    - Fixed bad range modifier for midrange .
    - Removed specific resource requirement from draft schematic.
31. Grenades
    - Increased damage for all grenades (including light fragmentation).
    - Removed specific resources requirements from draft schematics.
32. Particle Beam
    - Improved damage significantly.
    - Added ideal range modifiers.
    - Removed specific resources requirements from draft schematics.
33. Lightning Cannon

- Improved damage significantly.
- Added ideal range modifiers.
- Removed specific resources requirements from draft schematics.

34. Acid Beam
    - Improved damage significantly.
    - Added ideal range modifiers.
    - Removed specific resources requirements from draft schematics.
    - Fixed particles.

35. Rocket Launcher
    - Improved damage significantly.
    - Added ideal range modifiers.
    - Removed specific resources requirements from draft schematics.

36. Ideal ranges are arrayed in this order:
    - acid rifle - 16m ideal.
    - lightning beam ideal is 32m.
    - particle beam 48m.
    - rocket launcher 64m.

37. Changed all "delay" moves to use a 30 second timer

38. Fixed issue where some dots would not always be completely removed when they should be. - it sucks to be permanently on fire. :)

Weaponsmith Changes

1. Removed targeting computer slot from the tangle pistol schematic.
2. Changed resource requirements for medium warheads (grenades).
3. Armor piercing values have been modified on some of the left-hand fire weapons.
4. Changed the resource attribute weights on warhead components to use Decay Resist and Quality (experimentation should work properly with these now).
5. Fixed issue where damage experimentation ranges on the warhead stabilizer component were negative.
6. Changed experimentation on munitions components to use weapon experimentation. This will allow weaponsmiths to fully experiment on grenade components.

Creature Handler / Pet changes

1. Pets regenerate HAM damage in the datapad, even when stored from the radial menu.
2. Pets current wound/damage will be save even when the pet is auto-stored.
3. Pet control devices will not be deleted unless the user selects the DESTROY option.
4. PCD's will say "this pet is dead" if the owner tries to use the PCD after a non-CH pet has been killed.
5. Store button is on the radial menu again.
6. Pets will no longer randomly decide to run back to the place from which they were called.
7. Destroying a PCD says "You have released your pet to the wild", unless it wasn't that kind of pet.
8. Non-CH's are limited to 2 non-aggro stored pets max (can still only call 1 CH pet, max). Players who currently have pets above their allowed limit will be able to keep the pets, but if their pets die, get transferred, etc, they will not be able to fill those "illegal" slots again. if they want a new pet, they will have to clear enough slots so they will legitimately have an available slot for the new pet.
9. CH's can store two creatures, in addition to their "+Stored Pets" skillmod
10. Aggro and non-aggro pets are not counted separately against the stored-pets limit.
11. Non-CH's cannot call aggro pets. Non-CH players who currently have aggro pets will not be able to use them. Unless they know the transfer command, they will be unable to do anything with those pets. if they do know the transfer command, they can transfer the pet to someone who is eligible. (see below)
12. PCD's cannot be transferred unless the pet knows the "transfer" command (this doesn't mean the pet has to be out, the pcd can still be transferred via the secure trade window)
13. Pet stats reduced due to vitality follow this formula:
    - 75 to 100 = no stat reduction
    - 50 to 75 = 25% stat reduction
    - 25 to 50 = 50% stat reduction
    - 1 - 25 = 75% stat reduction
14. Pet stats will never be reduced more than 75% due to vitality loss.
15. Pets will never permanently die due to stat reduction.
16. Droid pets will suffer vitality loss the same as CH pets do (instead of permanent death).
17. Creatures commanded to attack a target will actually attack it, instead of just running at it and stopping (happened with targets farther away that 50 meters)
18. Pets will not switch targets in combat unless commanded to attack something else.
19. Pets will switch targets in combat when commanded to attack something else.
20. Pets commanded to "follow" or "stay" in combat will stop fighting, and either follow, or stay, until commanded to attack something.

21. Pets will not stop guarding when commanded to follow or stay in combat (i.e. they will resume guarding after combat).
22. Training XP will be based on the creature's adult level rather than the current (baby) level.
23. Taming XP will be based on the creatures adult level rather than the current (baby) level.
24. /tellpet will work the same as "/say " or "/shout ", but without the spam.
25. Creatures won't "relearn" a name that they already know when being taught commands.
26. Pets will leave groups properly. If given the "group" command while already grouped, the pet will disband.
27. Added the "You cannot store for x seconds" message.
28. Changed the "release" command to the "store" command.
29. Pets will properly "store" when their master boards a shuttle.
30. Fixed a bug that allowed CHs to call more pets than they should have been able to.
31. If you logout while dead or incap'd, any un-stored faction pets will be flagged 'dead'.
32. Added system message for releasing a pet.
33. Fixed error that sometimes occurred during pet transfer.
34. Added system messages for failure to call, failure to transfer, and failure to store pets.
35. Fixed bug that would not allow pet stims to heal mind damage when action and health were fully healed.
36. Fixed column and wedge formations being reversed on the train menu.
37. Fixed issues with various creature names displaying incorrectly.
38. Fixed issue where death/cloning would flag faction pets as 'dead' even if they were not.
39. Fixed issue where players would get xp for using maskscent against a pet.
40. Disabled DNA sampling from pets.

Entertainer changes

1. Added new /denyService command for Entertainers. /denyService will add/remove the targeted player from a Denial of Service list. All players on this list will not be healed by the entertainers performance even if they are watching or listening to the performer. The list only lasts for the current play session.
2. New entertainer skill name strings.
3. Female MonCal image design should now work correctly.
4. Fixed issue where /changeBandMusic would not work correctly when the band was made up of members of various skill levels.

Medic changes

1. New medic skill names and descriptions.
2. Combat medic dot attacks now place a TEF on the combat medic.
3. Reworked the auto medicine select logic to more smartly handle normal and ranged stimpacks.

Scout / Ranger changes

1. The cost to craft camps has been increased. This was done to bring these craftables more in line with other craftable items that grant XP. (Since crafting camps and traps now grants Wilderness survival XP). Also, with the new changes to grouped Scouts being able to work together in organic resource harvesting, there is an influx of more resources into the world, and these higher resource requirements are meant to balance this.
2. Each scout in a group with loot permissions for a corpse may harvest from the corpse. Harvested group kills yield 60% their normal resources and xp, but may be harvested by each scout in the group.
3. Fishing now grants Wilderness Survival experience for catching fish. The size of the catch affects how much xp is earned. Catching loot or trash does not grant any xp.
4. Camp xp accumulation rates have been increased.
5. Scouts now get survival xp for crafting camps and traps (instead of general crafting xp).
6. The base equation for mask scent has changed. It now checks on a mask scent skill mod.
7. You are now much more likely to successfully mask scent against a creature.
8. The delay to mask your scent again now reduces as your mask scent skill mod increases.
9. You are much more likely to successfully mask scent if you are prone, slightly less likely if you are up and running.
10. XP rewards for mask scent have been lowered, given that success rates have increased.
11. Increased the cost of some Ranger skills because they were too low and not consistent with the advancement rates of other professions
12. New Ranger command: /conceal This command gives the Ranger the ability to apply high quality camouflage to himself and others. The camouflage conceals the Ranger from creatures and NPCs.
13. The Ranger's ability to see the special attacks of creatures via examine has been fixed.
14. The Ranger's Field Bioscience skill tree has been renamed Tracking.
15. New Ranger Ability: /areatrack, this command lets Rangers examine local clues to determine the identity of nearby creatures.
16. You can now /feigndeath while running and walking.

17. The damage penalty for taking a hit while using /feigndeath has been reduced by a significant amount.

Smuggler changes

1. You can now /feigndeath while running and walking.
2. The damage penalty for taking a hit while using /feigndeath has been reduced by a significant amount.
3. Slicing IV has been fixed so that it has the appropriate bonus.

Update Notes: 5 September 03

>> **Publish 2**

1. Fix to allow pets that are stored on a droid and that have not learned the transfer command to be reclaimed. NOTE: Pets will not be able to be transferred back onto the droid.
2. Changed the harvester maintenance interface to be more intuitive.
3. Fixed lairs so that if they spawn close to a player building they will be removed from the world faster. This should prevent the problem where lairs would sometimes block the entrances to player buildings for long periods of time.

Update Notes: 7 September 03

>> **Publish 2**

1. Fixed issue with factories that caused powerups (as well as other items) to not have the correct attributes
2. Fixed issue with destroy missions that caused the objective to be destroyed as it spawned; however, they may block entrances to buildings again
3. Made low level, non-aggressive pets created by bio-engineers to be "tame-able" and all low level, non-aggressive pets to be "trade-able" by anyone
4. Fixed a case where redeeding your structure would fail, causing you to lose the structure and the deed
5. Fixed issue with image designers that allowed some combinations that were not intended
6. Fixed issue causing signs to not be displayed properly
7. Added an email warning that is sent to you when your structure's condition drops below 50%

8. Streamlined Customer Service UI categories for more efficient ticket handling

Update Notes: 9 September 03

>> **Publish 2**

1. Some containers (crafting stations and vendors especially) could get into a state where they would not calculate their inventory space correctly. This would make your inventory act like it was full, though the UI would say that you still have some room available. In some instances, this could also cause objects in your inventory to disappear until you thinned down how much you were carrying, at which point they would reappear. This should be fixed.
2. Fixed an issue with factory crates not showing the stats of the contained items.
3. Fixed an exploit where you could add charges to stimpacks.
4. Fixed an exploit where you could raise your secondary stats high enough such that using special moves actually caused you to gain points, rather than lose them.
5. Fixed a /tellpet exploit that let you quick store pets.

Update Notes: 12 September 03

>> **Publish 2**

1. Increased HP of creature lairs. Destroying lairs without attacking the creatures protecting it should be more difficult now.
2. Fixed issue that caused items to sometimes disappear from your inventory after purchasing them from a vendor and traveling.
3. Fixed issue that prevented combining data disks if your inventory was full.
4. Fixed issue with factory crates that allowed item duping.
5. Fixed an issue where creature handlers could call multiple pets from a single pet control device.

Update Notes: 16 September 03

>> **Publish 2**

1. Increased damage when attacking a lair that will not spawn any more defenders
2. Fixed issue with macros which could unintentionally cause server lag
3. Fixed exploit that allowed players to attack another player from inside a private structure

Update Notes: 17 September 03

>> **Publish 2**

1. Fixed issue causing manufactured items to grant crafting xp when removing them from a crate
2. Fixed issue that would allow players to harvest resources without permission
3. Restored creature resource harvesting to previous levels
4. Ranger areatrack changes
5. no longer lists you when you look for players.
6. has a much shorter delay in returning results.
7. displays non unique NPC names correctly.
8. displays the 50 closest results in crowded areas.
9. no longer displays items with an invalid distance of -1m
10. ignores pets and vendors.

Update Notes: 18 September 03

>> **Publish 2**

1. Added confirmation dialog to prevent surrendering skills by mistake.
2. Fixed some skill data on characters who had inappropriately lost some skills.

Update Notes: 19 September 03

>> **Publish 2**

1. Fixed an issue that would sometimes cause items to dupe
2. Changed the surrender skill UI to be less cumbersome
3. Changed colors of the bodysuit so that players do not appear to be naked

Update Notes: 25 September 03

>> **Publish 2**

1. Fixed some cases where a Bounty Hunter's target would lose its TEF status.
2. You can now click the mouse or hit any key to bypass the logo screens.

Update Notes: 2 October 03

>> **Publish 2**

1. Fixed an issue where players could become invisible.
2. Fixed a problem where items in bags that are sold on vendors would sometimes disappear.
3. Fixed an issue where sometimes after redeeding a structure the deed would not be displayed in the inventory.

Update Notes: 3 October 03

>> **Publish 2**

1. Improved server stability

Publish 3 Notes: 8 October 03

Major Features

1. An Imperial Research Facility on Dantooine headed by the premier cyborg specialist Colonel Teraud has been revealed. Rumors of unrest surround 'The Warren' (as it is called), after an Imperial Inquisitor sent to investigate the Colonel's progress has failed to report back any findings.
2. Bartender Rumors added for Monthly Fiction current events.
3. Cries of Alderaan - Act 2
4. Imperial probes have picked up chatter on Lok indicating that Nym's crime operation is expanding. Nym's chief lieutenants are said to be actively recruiting adventurers in the area...

AI and World

1. Fixed a bug that would cause mission objectives and creature lairs to respawn infinitely.
2. Vader and Palpatine (and imperial officers) now default to Imperial Mood so they don't scratch, yawn, etc.
3. Missions on advanced planets will now scale correctly based on character level.
4. Added chance to draw mission above your level on starting planets.
5. Updated creature spawning on Dathomir and Endor.
6. Made Cowardly Gurrecks smaller.
7. Added random quest giving NPCs to Talus and Corellia.
8. Changed generic outpost to science and trade outpost on Dathomir.
9. Fixed retrieve quest for Nien Nunb (part of the Rebel Theme Park). You can now converse with the Trader who is supposed to give you a hyperdrive repair part.
10. Fixed missing mission objective on rebel faction destroy missions
11. Capped the max number of components that can be found off a single creature in loot at 10.
12. Fixed many quest bugs for static quests and theme parks
13. Fixed string error in last Rebel theme park mission
14. Added MEDIUM and STRONG disease attacks to some difficult creatures
15. Wookiees are now allowed to wear rings
16. Wookiee roar reuse timer was reduced

17. Wookiee roar now gives a short mind buff in addition to its normal effect

Combat

1. Changed all delay moves to be on a 30 second timer
2. Added some failsafe clearing of dot states to help prevent the states sticking after the dot is removed.
3. Made AT-ST & AT-AT vulnerable to DT_blast
4. Modified turret armor ratings vs DT_energy
5. Modified turret weapon damage types (block=blast & tower=kinetic)
6. Special attacks which knockdown NPCs will cause the NPC to fall down for a couple of seconds before trying to stand back up. If the NPC is dizzy, he may fall down again when attempting to stand.
7. Decreased unarmed move costs
8. Fixed bugs with state defense modifiers
9. Brought pistolmeleedefense2 (pistolwhip 2) cost in line with pistolwhip 1
10. Fixed surprise shot and change surprise shot so it doesn't remove cover
11. Increased vibroknuckler range to 5 meters
12. Increased movement accuracy penalties/defensive bonuses
13. Fixed a problem that prevented several loot armor components from not providing their special protections.
14. Reduced the encumbrance of the padded armor segment.
15. Tweaked component loot values on armor segments and enhancements to correspond with changes made to draft schematics.
16. Fixed a problem with some loot weapon component enhancements increasing attack delay instead of decreasing it.
17. Modified process for granting general combat xp (should always be at least 10% of total combat damage)
18. Upped combat xp grant range to 80m
19. Decreased pistolwhip 1/2 damage
20. Increased move costs for lowblow
21. Fixed panic shot cone size, delaying user, and not effecting multiple people
22. Increased damage of overcharge shot 2
23. Fixed bug with intimidate so that it should be successful more often

Crafting

1. When manufacturing an item that takes components, you do not have to extract the components from the crate to put in the input hopper. You can just put the crate in, and the manufacturing station will get the components as needed.
2. Made double clicking work on factory crates in crafting
3. Fixed containers (crafting stations and vendors especially) to calculate their inventory space correctly.
4. Fixed an issue with factory crates not showing the stats of the contained items.
5. Fix crafting lock-up if you try to use 2 crafting tools at once.
6. Added "empty harvester" button to discard ALL resources
7. Added more info when you examine a manufacturing factory.
8. Fixed crafting manufacture schematic UI limit to go up to 1000
9. Fix for missing components after crafting
10. Added new schematic for droid customization kit
11. Send message to player if he loses a component during crafting due to his inventory being full.
12. Prevent deletion of manufacture stations if the hoppers or schematic slot is not empty.
13. Reduced the HAM costs on advanced sword core and vibro blade components.
14. Altered the artisan-granted harvester and generator schematics to grant general crafting XP instead of specialized architect XP.
15. Added 'premium' column to vendor listing
16. Fixed a typo in the ranged stimpack E schematic which caused it to cost 13 duration mechanisms instead of 3.
17. Items with low hitpoints are now unrepairable.
18. The difficulty to repair an item now increases as the item becomes more damaged.
19. Skilled crafters gain bonuses for the repair of items within their field.
20. Fixed exploit that allowed crafters to skip past critical failures
21. Fixed issue that would cause manufactured components to be lost during crafting if you exit the assembly stage with more than one component in a slot.

Pets

1. You have to go outside to call a pet if you are in a city. (Outside of town you must be in a camp, near your declared-residence, or in a building).
2. Pets will no longer eat food when they aren't wounded.
3. Pets are no longer considered by /boostmorale.

4. Pets will wait to complain about health, action or mind wounds until they have lost at least 20% of those attributes to wounds.

Professions

1. Armorsmith - Slightly increased the crafting effectiveness ranges on Padded and Composite armor segments.
2. Armorsmith - Fixed a problem with the advanced Ubese segment which prevented it from working in Ubese schematics.
3. Armorsmiths should now be able to fully colorize their armor without having to be tailors. The Armor Customization skill mod determines how many colors the armorsmith can pick from (note, some items may not have all colors available for selection. The available colors depends on the palettes used for that item).
4. Armorsmith - Armor components that give special protections now add on top of the armor's general effectiveness. This applies only if the armor wasn't previously vulnerable to that damage type.
5. Armorsmith - Experimentation on general effectiveness now adds to special protections given by components. This does not apply if the armor was previously vulnerable to that damage type.
6. Armorsmith - Fixed a problem where adding special protections to armor did not remove any underlying vulnerabilities
7. Bio-engineer - DNA Sampling: Made creatures that are being sampled from not attackable while sampling occurs
8. Bio-engineer - DNA Sampling: Made dna sampling more relative to creature level (high skill/low level = high success; low skill/high level = high failure)
9. Bio-engineer - DNA Sampling: Made aggro & spook chances more consistent with skill level and * times sampled
10. Bio-engineer - DNA Sampling: Changed dna sampling animation
11. Bio-engineer - Tissue Engineering: Updated tissue descriptions to include information about bonuses given.
12. Bio-engineer - Tissue Engineering: Removed Charigra & Personaphene tissues
13. Bio-engineer - Tissue Engineering: Removed experimental durability from tissue experimental attributes as it had no effect.
14. Bio-engineer - Tissue Engineering: Added the new Mask Scent skill to the Scent Camouflage & Scent Neutralization tissues.
15. Bio-engineer - Tissue Engineering: Made all tissues and pet medicines craftable in Food & Chemical Factories

16. Bio-engineer - Tissue Engineering: Made multiple tissue enhanced components used in different slots of a clothing schematic stack better. (Components with no enhancements will no longer wipe the final enhancements.)

17. Bio-engineer - Tissue Engineering: Fixed all tissues skill modifiers to work correctly. (Existing tissue and clothing made with those tissues that report a modification also work, with the exception of the removed skill modifiers.)

18. Bio-engineer - Tissue Engineering: Removed Medicine Use from new crafted tissues. (Existing tissues and clothing crafted with those tissues will still report the Medicine Use modifier but they will not be counted for determining the level of medicine to be used.)

19. Bio-engineer - Tissue Engineering: Updated tissue descriptions to include information about bonuses given.

20. Bounty Hunter - Added 5 charges to probots

21. Bounty Hunter - Added 10 charges to seekers

22. Bounty Hunter - Lowered average level of bounty mission mark.

23. Creature Handler - Fixed exploit that allowed players to tame baby creatures while dead

24. Creature Handler - Fixed exploit that allowed players to call multiple pets

25. Creature Handler - Fixed pet to heal correctly in datapad when stored from the radial menu

26. Creature Handler - Fixed issue with pet control devices which prevented the 'CALL' option menu from showing up for several seconds

27. Dancer - Increased the effect of dance mind buffs. A master can now increase a stat up to double of its base value. Maximum durations have been increased to 2 hours.

28. Droid Engineer - Fix for a few droids and droid schematics were not granting XP for their being crafted.

29. Droid Engineer - Now a pet droid won't ever have any armor unless it was crafted onto it.

30. ImageDesigner - Display a selection index number on the slider page to help users communicate and remember changes

31. ImageDesigner - Add a palette UI for color changes

32. ImageDesigner - Added human male freckles customization

33. Merchant - Added merchant ability to update player shop signs

34. Merchant - Fixed bug where vendors took up too much space in your inventory

35. Merchant - Added ability to deactivate a vendor

36. Merchant - Added better dialogs for errant conditions when retrieving items

37. Merchant - Added better error messages for missing vendor items and vendor reimbursals

38. Musician - Always have play option on placed instruments (ommni box, nalargon), but give a failure message if they have another instrument equipped

39. Musician - Increased the effect of musician mind buffs. A master can now increase a stat up to double of its base value. Maximum durations have been increased to 2 hours.

40. Ranger: The flora component of camo kits has been removed.

41. Ranger: Camo kits now yield more uses and have a wider experimentation range.
42. Ranger: Camo kits now work properly when crafted in a factory.
43. Ranger: The duration for conceal has been fixed, it was half what it should have been.
44. Rangers are now notified when a creature begins to stalk them.
45. Scout: Mask Scent / Conceal is now properly removed when you initiate combat.
46. Scout: When examining creatures, the "Aggressive" trait will now be correct.
47. Scout: A novice scout can now examine a creature to determine if it is a "Stalker."
48. Scout/Ranger: Non-aggro creatures will not attack you when mask scent or conceal breaks.
49. Scout/Ranger: Aggro creatures will only attack you when mask scent or conceal breaks if you are within 40 meters.
50. Scout/Ranger: Fixed a problem with creatures breaking mask scent/ conceal when scouts and rangers left their interest radius.
51. Tailor - Fixed tailor customization: The master box now grants an additional 55 colors.
52. Teras Kasi - /meditation: fixed /powerBoost
53. Weaponsmith - Added the ability for weaponsmiths to craft the reinforcement core and advanced reinforcement core components.
54. Weaponsmith - Added the reinforcement core as a required component to gaderiffi baton, stun baton, two-handed axe, and power hammer. The addition of the component will enable the armorsmith to impart component bonuses on these items (making them more in line with other weapons). Slightly reduced the HAM costs on the gaderiffi baton, stun baton, two-handed axe, and power hammer to compensate for the extra HAM cost given by using the reinforcement core.

PVP and GCW

1. Fixed bad start locations for several battlefields.
2. Fixed several problems with battlefield behavior
3. You can no longer pick up HQ Terminals
4. Added HQ kickbacks for missions taken from HQ terminals (missions taken from HQ terminals grant credits equals to 5% of reward toward HQ maintenance and factional missions taken from HQ terminals grant +5% faction point reward bonus)
5. No longer allow neutral players to help neutral non-players with enemy flags of any sort
6. Now allow donation of mines to minefields by same faction personnel regardless of owner.
7. Added armor, increased hp and up range to 70 meters to faction perk turrets
8. Upped default hp for covert detectors
9. Streamlined doctor faction perks (+25% effect)

10. Added musician & dancer faction perks (+10% effect to heal wound/shock & +25% mind buff value)
11. Allow doctor, musician, dancer faction perks to work wherever they can factionally register
12. Adding factional hqs to planetary map for player registration capable hqs
13. When purchasing battlefield reinforcements, players are only held to the faction declared minimums if they are actually declared.
14. Various Imperial/Rebel factional dungeon bug fixes
15. Disallowing terminals inside of factional HQs from registering with the planetary map
16. Integrating minefields for tower turrets
17. /delegateFactionPoints command added. The conversion ratio is based on the delegating players rank
18. Added additional HQ specific data to the structure status window
19. Updated the Faction Recruiter conversation to warn players who are resigning from a faction that they will lose their factional items

UI

1. Character Sheet - now display value and max value for each attribute in the text field (buffs update the attribute value as well as the max attribute value)
2. Guild member lists allow more than 50 entries.
3. Made /dragIncapacitatedPlayer visible in action list
4. Fixed auction table columns resetting sizes every close/reopen
5. Added travel lines between destinations on galaxy map
6. Can no longer split resources on Vendor, Bazaar or Trade Window screen.
7. Bio-Engineered Tissues now have their own sort category on the Commodities Market.
8. Fixed chat rooms getting deleted when group is disbanded
9. Added group and advertise chat bubbles
10. Fixed more palette colors throughout, brighter text on darker buttons
11. Fixed radial menu, more contrast between bright and dark colors
12. Made 'instant sale' the default action when selling items on the bazaar
13. Community Screen - Badges should now display properly
14. Community Screen - Fixed help tips
15. Community Screen - Added a "Spoken Language" option to coincide with the /language command.
16. Holocron - added a "Report A Bug" button to help players avoid creating inappropriate CSTickets
17. Holocron - Added an explanation of armor protection

18. Made auction windows auto-refresh for available
19. Now saves the auto-afk time, response message, and whether auto-afk is enabled.
20. FriendList: Added comment field per friend.
21. FriendList: Added group field per friend.
22. FriendList: Added confirmation option when removing friends.
23. FriendList: Added option whether to notify when a friend comes online/offline. This is specified per friend. Disabling this option on a name in the friend list also disables the name from showing when using /friend. This option is for keeping someone in your friend list who you want to keep in touch with, but don't necessarily want to know every time they come online/offline. The UI will always display all friends online/offline status regardless of whether you want the notifications.
24. FriendList: Added option to hide offline friends from the UI and /friend.
25. FriendList: In the FriendList UI, the online status now shows in the color specified in Options->ChatColor->OnlineStatus.
26. FriendList: Updated /friend to show group sorted friends. Offline friends are hidden by /friend if the option is specified in the FriendList UI.
27. FriendList: Added /friendcomment (friend name) (comment)
28. FriendList: Added /friendgroup (friend name) (group name)
29. Fixed some situations where chat text colors would change in the middle of a sentence.

Other Bug Fixes

1. Grouping system rewritten to perform in context of local players
2. Group notifications now always on and go to group chat
3. /group command temporarily disabled
4. Autolooting disabled
5. Make adding a Skill Enhancer to an equipped socketed item update your skill bonuses correctly.
6. Fix attribute mods that lower a max attribute value to 0 causing the attribute value to be the max.
7. Fixed an issue where players could become permanently incapacitated in some cases where they had been buffed and were then cloned with many wounds.
8. Added additional attribute checking on login to fix any attributes that are lower or higher than they should be.
9. Fixed problem with selling items from inside a factory crate
10. Force the player to standing before performing a ranged healing action.
11. Fixed the 2 most annoying cases of 'trade canceled'

12. Fixed problem trading datapad objects
13. Fixed bug with /changeBandMusic
14. Fixed some template problems that were causing a few armor segment and weapon component enhancements to not function properly.
15. Set fishing pole volume to 1
16. Random vocalizations for stormtroopers removed.
17. Increased the maximum range of the special protection on armor layers.
18. Reduced the encumbrance penalty on advanced armor segments.
19. Setting a building to private will now eject any npc not on the entry list.
20. Incapacitated players can no longer search a lair.
21. Fish on different planets should now have varying colors
22. Players will now be notified when they have reached an experience cap for a specific experience type
23. The problem with food stacks sometimes becoming inedible has been fixed. This should work retroactively with previously broken food stacks.
24. External Options Menu: Added option to re-enable setting the mouse cursor every frame
25. External Options Menu: Added option to disable character LOD manager
26. External Options Menu: Added option to skip the intro
27. External Options Menu: Added option to disable the asynchronous loader
28. External Options Menu: Improved graphics performance by splitting vertex/pixel shader support and fixed function pipeline support into their own code paths
29. Increased the integrity of player houses so that it takes longer for maintenance decay to destroy one.
30. Male characters can now go shirtless.
31. Added the group command /splitCreditsToGroup.
32. Loot items now have better chance of having increased attributes.
33. Loot items with one or more increased attributes are now highlighted green to make this more obvious.
34. Fixed exploit that allowed players to kill difficult creatures very easily by using their house.
35. Fixed a problem that allowed some enhancement medicines to stack when they shouldn't
36. Fixed an issue that allowed poison and disease to be applied to incapacitated or dead players
37. Increased integrity of houses so that they take longer to decay

Cries of Alderaan

Introduction

The Cries of Alderaan was an early attempt to have content in the form of a "monthly" storyline, featuring Dr. Vacca and the Dead Eye formula. Each faction had quests to complete for different stages. At the end of a stage, a winner was chosen based on the number of faction members who completed the quests. Alternatively, for the last 2 stages it was based on the percentage of players from each faction who completed the stage. This was later scrapped and replaced with thematic publishes.

The winning faction of the stages -- and ultimately of the storyline -- was said to be winning the Galactic Civil War. This brought with it certain advantages, primarily in the form of a 10% bonus to any faction points you earn; whether you kill an opposing faction member, or the points were bought from a recruiter as a smuggler. The Rebel Alliance won the "Cries of Alderaan" storyline, thus getting the 10% Faction Point bonus.

This also meant, that completing Rebel missions was getting you more Faction Points than the Imperial equivalent.

Act 1: Codes

Started: 12th August, 2003
Badge: Project Dead Eye
Status: Badge obtainable under rare circumstances
It required you to collect and assemble disks broken into 4 parts of either an "Encrypted Rebel Transmission" (now known as "ENCODED_DISK/MESSAGE_FRAGMENT:[TITLE_EVENTREB1]") or "Encrypted Imperial Transmission" (now known as "ENCODED_DISK/MESSAGE_FRAGMENT:[TITLE EVENTIMP1]") (depending on faction) from killing Swoopers, Meatlumps, etc. and then hand them into a Faction Recruiter for 500 FP.
Be wary. The normal disks will have a very similar mucked up name as the ones above, however you have to ensure the ones you buy have "[TITLE_EVENTIMP1]" or "[TITLE_EVENTREB1]" in

the name. Also "READ" the disk to ensure it contains the dead-eye encoded message.

These disks no longer drop. However, it has been confirmed by setanta1 on 06.02.07 that if you still have an assembled set of them, you can still hand them in and get the FP reward and badge. These disks are now very rare and will likely cost many millions of credits.

The first person to email the actual message on the disks to SOE won a special faction point bonus of 5000 FP. One reward per side. The winners were *Vete Starforge* on Tarquinas and *Castorius Pollaxa* on Chilastra.

As the Rebels succeeded in handing in more disks than the Imperials (/cheer SMILEY). The resulting morale boost was reflected in an increase in all faction rewards for Rebel missions for the following month.

Part I of the event was over before the Europe-Chimaera, Europe-FarStar and Europe-Infinity servers were brought on line so you were never able to get the disks / badge on those servers.

Act 2: Loyalties

Started: 8th October, 2003
Badge: Vacca's Allegiance
Status: Badge no longer obtainable
It started with either a Rebel or Imperial Coordinator and required you to do a series of quests including collecting and assembling six parts of a "Dead-eye Decoder". These parts no longer drop. You then had to travel to either Dantooine, Dathomir, Endor, Lok or Yavin IV to speak to a Rebel or Imperial Commander. These NPCs who sent you on one last mission, no longer spawn.

The reward for completing the mission was 750 FP [plus the CoA bonus if you were Rebel].

As the Rebels again succeeded in completing more missions than the Imperials, the Rebels won the Act. The resulting morale boost was reflected in an increase in all faction rewards for Rebel missions for the following month.

Act 3: Dead Eye

Started: 22nd January, 2004
Badge: Final Chapter
Status: Badge still obtainable

Act III takes place in four stages. Whilst you don't need to be a Rebel or Imperial combatant during the first three stages of this arc you must be a combatant to do the last stage.

Stage 1: Starter Planet

It starts by talking to one of the Rebel or Imperial Coordinators, according to your faction, at these locations:

> Rebel Coordinator, Mos Eisley, Tatooine: 3286 -4524
>
> Rebel Coordinator, Mos Espa, Tatooine: -2927 2574
>
> Rebel Coordinator, Tyrena, Corellia: -5218 -2602
>
> Rebel Coordinator, Coronet, Corellia: 94 -4519
>
> Rebel Coordinator, Nashal, Talus: 4065 5290
>
> Imperial Coordinator, Kaadara, Naboo: 5144 6674
>
> Imperial Coordinator, Theed, Naboo: -5431 4168
>
> Imperial Coordinator, Bestine, Tatooine: -1131 -3661
>
> Imperial Coordinator, Narmle, Rori: -5256 -2254
>
> Imperial Coordinator, Restuss, Rori: 5348 5617 - *removed following the publish of Chapter 1.1 - The Battle For Restuss 27th June 2006*

Be sure you talk to a Coordinator to start the mission, not a Recruiter. The Recruiter can give you a Dead Eye schematic for 500 faction points, but can not give you the final act missions.

The first time you talk to a Coordinator, he or she is waiting for information from another officer, and sends you to the city's Commerce Guild to talk to the officer. The officer will give you the information which you will return to the Coordinator.

Once the coordinator receives the information, you will be given an off-planet mission to talk to a scout on Endor, Yavin IV, Lok or Dathomir. You can drop the mission if you don't like the mission planet by talking to the Coordinator and saying you can't complete the mission right now. Talk to the coordinator again and accept the mission. Repeat until you get the planet you want. There is no penalty for dropping the mission.

Stage 2: Rendezvous on Adventure Planet

Your waypoint to the target will be updated when you arrive at the mission planet. When you get to the NPC, make sure you use the radial menu and select "converse" otherwise you will open fire on him/her.

You must answer all the questions correctly or they will aggro on you. If you kill him/her, you will have to go back to the Rebel / Imperial Coordinator to get a new waypoint. This part of the quest is the same for both the Rebel and Imperial versions.

Here are the dialogs you must choose:

> I work for Jabba.

Whatever makes me the most money.

[*Talk to him/her again*]

What do you do for fun?

Yes, lots of money to be made at that game.

[*Talk to him/her again*]

I love playing Sabacc.

Random Sabacc.

[*Talk to him/her again*]

What is it?

Err... Yeah I'm great at fixing things.

You will receive a **No-Trade** repair kit which will appear in your inventory, and a waypoint to a caravan. Your job is to talk to the caravan leader who will be at the waypoint, approx 1.2km away.

The caravan is a few landspeeders and a small group of people. They are allied to Jabba, so if your faction with Jabba is bad, they will attack you. In that case, you'll have to quickly converse with the NPC before they attack you or lower your faction standing by killing some of their ennemies, Valarian NPCs per example. Talk to the caravan leader who is at the waypoint. The Caravan leader will hand you a broken item and comment about how Jabba would hold him personally responsible for failure to protect and deliver the cargo. It's a dangerous business, he should have listened to his mother.

The **No-Trade** broken item will appear in your inventory. Click on the repair kit the scout gave you and select the "Repair" option. The broken item is repaired. Talk to the caravan leader and say you've finished repairs. The repaired item will disappear from your inventory and you will receive an encoded data disk and 200 points of Jabba faction standing.

Return to the Coordinator on your starting planet. The Coordinator will tell you to see the Tactical Officer at the city's Combat Guild while the disk is being decoded.

Stage 3: The Warehouse

Talk to the Tactical Officer and receive a mission to assault a Safehouse where samples of the Alderaanian Flora is kept. Drop the mission and retake it to get the planet you want.

The waypoint for the Safehouse will be farther out than regular missions.

The Safehouse structure is the same layout as the outpost cloning facilities which is small and has three rooms. The NPCs at the facility are non-aggro and will only assist other NPCs in the same room. There are two guards outside the door which should be no trouble to defeat. Inside there are three rooms: One room has one NPC, while the other two rooms have two each.

Once clear of guards, open the drum within which you can find the Alderaanian flora, normally between 1 and 4 of them, by using open on the radial menu. There is a data terminal in the same

room as the container which you should use to set the self-destruct sequence. Set it and clear the building. Once the building is destroyed, return to the Tactical Officer at the Combat Guild of your starting planet.

Drop one Alderaanian Flora from your inventory onto the Tactical Officer and receive 50 faction points as reward. You can give the officer all the flora if you don't plan on making the Dead Eye drug or don't want to collect the flora for sale or display. The Tactical Officer will tell you that there are more missions available, but that you should finish work for the Coordinator. Taking additional Safehouse missions is optional - you will be able to take them again after the act is complete.

When you are ready, return to the Coordinator to receive an off-planet location for Princess Leia if you are rebel or Colonel Veers if you are imperial. Drop the missions and retake them until you receive a planet location you like.

Leia locations:

    Dantooine /way 6880 -2250
    Dathomir /way -50 90
    Endor /way 4020 2970
    Lok /way -4750 3520
    Yavin IV -4240 2280

Veers locations:

    Dantooine /way 2505 -2053
    Dathomir /way -6303 -529
    Endor /way -1954 1052
    Lok /way -2568 -862
    Yavin 4 /way 1587 -3533

A Research Facility

Stage 4: The Research Facility

From this point on, you will not have to return to the Coordinator. If the mission fails, return to Leia or Veers at the same coordinates you received or saved (refer to the waypoints above) and retake the mission. Leia and Veers will be in a remote area at a small outpost with other NPCs. This is a good staging point for a group since the final mission will be centered on this point (about 2KM away).

For Rebels: Protect the facility

The goal of the Storm Troopers (STs) is to reach the door of the facility. This is the critical bit of strategic information about the mission. Tactically, you should be sure to eliminate the STs nearest the front of the building first.

A mission timer starts once the you're near the facility. There are three waves of STs which appear to come at set times after the missions starts, whether you've defeated the STs from the previous wave or not. You might have to wait quite a bit between each wave.

After the third wave is clear, you may have to wait several minutes until you receive the badge-awarded message.

```
You have been awarded with 750 points of Rebel faction standing.
You receive a Cries of Alderaan Bonus of 75 Rebel faction points.
CONGRATULATIONS!! You have completed the Cries of Alderaan Story Arc.
[Badge] You have received a new badge! (Event: Cries of Alderaan: Final Chapter)
```

Once the badge is received, you're told to return to Leia who will express her gratitude on behalf of the alliance, say the mission is complete, but Tactical Officers will continue to give Safehouse missions so players can collect more Alderaanian Flora.

For Imperials: Destroy the facility

Assault the facility guarded by rebel NPCs. Once they are dead you will see a "data Terminal" on the outside of the building from which you can set the self destruct timer. Do so, step back and watch the fireworks.

```
You have been awarded with 750 points of Imperial faction standing.
CONGRATULATIONS!! You have completed the Cries of Alderaan Story Arc.
[Badge] You have received a new badge! (Event: Cries of Alderaan: Final Chapter)
```

Update Notes: 11 October 03

>> **Publish 3**

1. Improved Server Stability
2. Graul Maulers are tamable again
3. Removed the additional 75% reduction on PvP damage
4. Bio-Engineer: Fix to make /sampledna not aggro 100% of the time.

Update Notes: 14 October 03

>> **Publish 3**

1. Improved client stability
2. Fixed a problem where the power consumption rate was displaying incorrectly.
3. Cries of Alderaan 2: Fixed a bug where players wouldn't get the key for the Imperial Relay Station.
4. Nym's Stronghold: Updated dialog script for the pirate engineer (said Kole, should have said Jinkins).
5. Fixed a problem with loot components that was causing them to all be stackable. Loot components should only be stackable if they are all looted from the same creature.
6. Fixed a problem where missions that were taken while in groups weren't difficult enough.
7. Fixed several droids that were not craftable.
8. Fixed a problem with several droids which could not be called.

Update Notes: 16 October 03

>> **Publish 3**

1. Improved Client Stability
2. The Warren: Changed reactor core in the Warren to automatically take the core rods, rather than waiting for them to be inserted.
3. The Warren: Fix for people getting trapped inside the Warren
4. The Warren: The goodbye letter now respawns more frequently on the corpse. It should no longer be necessary to camp the corpse.
5. Fixed a problem where players could become incapacitated for a very long time.
6. Fixed a problem with backpack navigation where if you used the UI up arrow when viewing the contents of an equipped backpack it would display incorrect inventory information.

7. Fixed an issue that would prevent players from rejoining guild chat

Update Notes: 22 October 03

>> **Publish 3**

1. Fixed Warren issue: permission on Reactor Core Container to reset after each use (so that you don't have to wait for a server restart to insert the reactor core rods).
2. Fixed Warren issue: clicking on the Reactor Core will drop the core rods into the reactor core container (rather than selecting OPEN and then putting the core rods in manually).
3. Logging into the Warren will add the player to the permission list rather than ejecting the player
4. Fixed Drall Camp in final Imperial Mission of Act 2 so that all opponents spawn correctly.
5. Fixed problem causing some machines to not detect DirectX properly
6. Fixed issues with squadleader that would cause commands to not work correctly and xp to cap lower than it should

Update Notes: 23 October 03

>> **Publish 3**

1. Fixed exploit with factory crates to prevent theft of items

Update Notes: 30 October 03

>> **Publish 3**

1. Changed Squad Leader XP to be based on total combat related XP earned by group not just Combat XP
2. Make buildings only disallow access due to enemy flags for temporary aligned enemy flags
3. Temporary enemy flags now only last 5 minutes.
4. Cases where players were not receiving credits for items they sold on bazaar terminals or vendors have been corrected.
5. People with temporary enemy flags may no longer enter player placed structures other than factional bases.

Update Notes: 1 November 03

>> **Publish 3**

1. Fix building permissions based on enemy flags applying to non-player structures.
2. Don't consider enemy flags toward bounty targets to be aligned.

Publish 4 Notes: 13 November 03

Announcement: We have discovered an issue where the collector's edition goggles can be traded or sold. This will be fixed on live within a couple days. Those who have these goggles and did not purchase a collectors edition copy of the game will have them removed automatically.

Death and Decay

1. NO decay for incapacitation
2. 1% decay upon Cloning (not death) if you are insured
3. 5% decay upon Cloning (not death) with no insurance

Mounts

1. Mounts have been added! Players can now ride Bols, Brackasets, Kaadu, Carrion Spats, Dewbacks, and Falumpasets. To get a mount, mounts must be your pet AND trained as a mount. Players can either buy them as trained mounts or players with pets can take their pets to a Creature Handler (with the correct skill) to be trained as a mount. Bio Engineers can create mountable pets but can't automatically train them unless they have Creature Handler skills.

Player Cities

1. Player Cities are now live! This extensive system allows you to become the Mayor of your own city. Included with the player city system are many new structure types including city halls, cantinas, and cloning facilities. Read the in-game Holocron pages on Player Cities for information on how to start and run a city.
2. The Politician profession is now live! In order to build a city you have to be a politician. Politicians gain skills that let them build bigger and more impressive cities. You can find politician skill trainers in all the major planetary capital cities.
3. The Politician forum can help answer any questions you have about being a politician or running a player city. Make sure you check that forum for hints and advice from your fellow political elite.
4. In order to allow construction of cities on rougher terrain, the placement restrictions on most player buildings have been relaxed. You should be able to place houses and new

player city structures over shallow ravines or on the side of small hills. Installations like harvesters still have the same placement restrictions.

5. Merchants can now place "Merchant Tents." The tents come in three colors and are crafted by Architects working with Tailors. These small structures allow for a storefront that looks different from a player house.

Balance

1. Armor components that give special protections now add on top of the armor's general effectiveness. This applies only if the armor wasn't previously vulnerable to that damage type. Adding special protections to armor will reduce underlying vulnerabilities.
2. Increased the power of quickHeal and reduced its mind cost.
3. Increased the power of cure poison and cure disease dots to make them more competitive with the strength of high level dots. (Doctors need them to use the /cureDisease command).
4. Players cannot tame baby creatures while dead or incapacitated.
5. Fixed a bug in AI which resulted in NPCs sometimes deathblowing players just for fun.
6. Fixed a problem with area diseases where the skillModRequired and the duration attribute ranges were switched.
7. Crafting camo kits no longer requires flora components.
8. Fixed collision length of snakes to prevent them "melee-kiting".
9. Fixed a problem with several healing commands using the default roundtimes and not the roundtime modified by skill mods.
10. Changed the queue delay on quickHeal so that it is modified by the Injury Treatment Speed skill mod.
11. Reworked the dot mechanics so that dots no longer incapacitate the target. If a given dot pulse would reduce the target to less than one, the pool is instead taken down to 1. Because of this change, the dot grace period for being incapacitated has been removed.
12. Decreased frequency of NPC targetted shots vs. mind, focus and willpower.
13. Added a projectile feed mechanism enhancement loot item comparable to the Krayt tissue enhancement for blaster power handlers. Start looking. :)
14. Added mediumDisease and strongDisease attacks so creatures assigned those special attacks will be able to inflict hideous disease upon the players.
15. Added poison and disease attacks to many creatures.
16. Removed mapping of some slots to hit locations. If you have an item equipped in the eyes, mouth, back, or belt slots, it will not count as a potential hit location during combat.
17. Guard and soldier-type NPCs will no longer attack pets, unless they are supposed to (e.g. the pet is attacking one of their allies).

18. Attacking townfolk will no longer give the pvp TEF.
19. Fixed pets friendlist, so pets can be ordered to befriend another player and will respond to commands from that player (you can /tellpet to someone else's pet though, even if you are the pet's friend).
20. Multiple attribute mods wont contradict each other.
21. Fixed a bug that enabled medics to get experience by removing dots from pets.
22. Added kill contribution to the application of medical dots.
23. Loot components from unrelated creatures no longer stack. Only same-creature loot components will stack.
24. Increased the decay resist attribute ranges on reactive gas types.
25. Social creatures will no longer respond to attacks on their friends which they see, but which their friends do not respond to. For an example of the bug: If you throw a trap and it fails to effect the target, the target will not attack you but all of its friends WILL. For another example: If you /taunt a creature and it is out of range of the taunt, it will not attack you but all of its friends will. With this change the social friends should only respond to the attack if it really does push the defender (their friend) into combat-mode.
26. Removed "double movement speed" for creatures in Frenzy mode: this will reduce many instances of creature warping.
27. Fixed another problem where players could call pets multiple times

Combat

1. NPCs and creatures will not immediately resume standing when knocked down. If dizzy, they may fall down again when they do try to stand.
2. Added combat spam when you take wounds or shock wounds.
3. Removed the blaster power handler requirement from the FWG pistol. Requiring two different power supplies was enabling these weapons to benefit from two separate power supply attribute crafting bonuses.
4. Lairs will delete immediately upon being destroyed.
5. Boss monsters will be more aggressive.
6. 2 Handed Sword visuals improved.
7. Fixed the collision-length of the faamba skeleton, which should help very short-ranged weapons being "out of range" when in melee with the fambaa.
8. Rifleman Skill Changes: Rifleman improvements: Increased rifle accuracy, rifle Aim, melee defense, ranged defense, blocking modifiers and ranged defense modifiers.
9. Pistol Skill Changes: Pistol improvements made to dodge modifiers and melee defense modifiers.

10. Pistol Skill Changes: Def vs.Stun, Blind, Dizzy, Knockdown, and Posture Change were all upped.
11. Carbine Skill Changes: Carbine improvements made to accuracy modifiers and counterattack modifiers.
12. Unarmed Skill Changes: Unarmed combat has new passive defense modifiers, increased damage at the novice and master boxes, increased defensive modifiers and accuracy modifiers.
13. OneHandMelee Skill Changes: One Hand Melee Weapons has increased accuracy modifiers, increased dodge modifiers, increased dizzy defense modifiers, increased melee defense modifiers and increased the ranged defense modifiers.
14. TwoHandMelee Skill Changes: Two Handed Melee Weapons have increased counterattack modifers and increased stun defense modifiers.
15. Increased stun defense modifiers

Content

1. Added Darklighter niece, NPC for Huff Darklighter quest.
2. Senator Naberrie's first mission has been changed to "escort".
3. Adjusted the height of several "movie" NPC's like Leia, Han Solo etc.
4. Fixed Republic Blaster Certification
5. RIS armor quest is now live

Crafting

1. Experimentation on general effectiveness now adds to special protections given by components. This does not apply if the armor was previously vulnerable to that damage type.
2. Advanced Resilience Compounds should be craftable.
3. Fixed experimentation on enhancement medicines so that skillModRequired is reduced, not increased.
4. Increased the experience given for crafting advanced biological effect controllers so that it falls in line with other medicine craftables.
5. Trader's Flightsuits can now be crafted with sockets.
6. Crafting can now make use of nested containers.
7. Fixed experimentation formula to use the correct range when determining how much an item attribute changes. The formula was supposed to be based on the resource max range, but was using the entire attribute range. A crit success experimenting with an

attribute can push the attrib over the resource max value, but never over the item max attrib value.

8. Fixed a problem with the crafting experimentation ranges on the projectile feed mechanisms being reduced in half.
9. Made it so you can't delete a factory crate that's being used in a crafting session.
10. Prevent old crates from being split.
11. Architects, working with Tailors, can now craft Tents, that Merchants with Efficiency IV: Structures, can place and use as specialized store fronts.
12. Experimentation ranges for the harvester 'extraction rate' property is now set up correctly.
13. here are two new components: Heavy Harvesting Mechanism and Turbo Fluidic Drilling Pump Unit, now used in heavy harvesters.
14. Harvester extraction components (like the Ore Mining Unit and Fluidic Drilling Pump Unit) now display how many points they contribute to a harvester's extraction rate. This is so these items can be more easily sold as individual pieces.
15. Removed the 'experimental durability' property from structure components, because it didn't actually do anything.
16. The 'experimental efficiency' property of structure components no longer just relies on the Unit Toughness of your crafting resources. Make sure you check what contributes to a good efficiency for harvesters.
17. Changed the Modern armoire furniture schematic to differ from the Elegant one.
18. Set the potted tree to come in factory crates of 10 when mass produced in a factory.

GCW

1. Made faction recruiters warn players who are resigning from a faction that they will lose all their faction perks.
2. Battlefield start locations will have improved placement.
3. Clothes issued to naked Rebels

GUI

1. Fixed the enhancement medicine radial menu so that target self actually targets self.
2. Changed the display for insufficient skill in consumable use so that it more clearly indicates what is required.
3. Added support for refreshable battlefield status UI.
4. Fixed radial menu range of looting.

5. Added new command, "/notepad", allows modifications to a text file that gets saved as "notes.txt" in the user's base profile directory.
6. Added clientside mail saving with the /mailSave command.

Housing

1. The drop down list of players that can be added to a player structure permissions lists now includes players near the building.
2. Added the ability to see base maintenance rates on structure deeds.

Loot

1. Loot items with one or more increased attributes are now highlighted green to make this more obvious.

Missions and Spawning

1. Mission difficulties on advanced planets have been raised and scaling restrictions were removed. Mission difficulty shows the level of your region and not your mission, this is a known issue.
2. Fixed a problem where Dathomir mission regions were using the wrong difficulty setting.
3. Removed AT-ST from a high level rebel faction destroy mission.
4. Corellian Razorcat Cub lairs should now spawn normally.
5. Frontiersmen lairs should now spawn normally.
6. Added Low level versions of the Kaadu, Dewback, Bol, Brackaset and Falumpaset for player mounts
7. Gulginaws should now spawn normally.

Pets

1. REMOVED RESTRICTION PREVENTING FACTION PERK PETS FROM ENGAGING UNDECLARED TARGETS (so they can again/still).

Professions

Armorsmiths

- Armorsmiths should now be able to fully colorize their armor without having to be tailors. The Armor Customization skill mod determines how many colors the armorsmith can pick from (note, some items may not have all colors available for selection. The available colors depends on the palettes used for that item).

BioEngineer

- Bioengineers component stacking Tailor Component stacking. Effects from SEPERATE slots will now stack correctly. A MAXIMUM of 6 effects can exist per final crafted item.

Brawler

- /centerOfBeing went in with this patch, it is a melee discipline that will greatly enhance the tanking power of player characters.

Creature Handler/Pets

- Improved standing trick 1 for some cats.
- Fixed pet GUARD command so pets will guard players when commanded to creatures will no longer attack each other to defend themselves from a pet of the same social group.
- Pets: TRICK1 and TRICK2 will not automatically heal all of a pets mind wounds and damage. Per use, TRICK1 will heal up to 20% of the creature's mind, focus and willpower wounds and damage while TRICK2 will heal up to 40% of the creatures mind, focus and willpower wounds and damage.
- Pets: Embolden: This is now a 60 second buff for 15% of the creatures Health Action and Mind which cannot be repeated more often than once per 5 minutes (per pet). fixed bug that allowed you to call pets anywhere after logging out in a camp (er, after logging back in again).
- Pets can no longer fight while swimming.

Combat Medics

- Added the healMind command for Combat Medics. This enables the Combat Medic to restore mind pool damage at the cost of mind wounds to himself.
- Changed the attribute weightings on combat medical components to fix a problem where it was not possible to get resources to fill all of the requirements. These items now use decay resist and quality for determining experimentation.
- Changed the area of effect selection logic on combat medic attacks to exclude dead and incapacitated targets.
- Moved the schematics for combat medical components to the combat medic skill tree.

- Combat medical components now use combat medic experimentation and assembly for crafting purposes.
- Added an additional 10 Combat Medic Effectiveness to the Ranged Healing Distance branch so that total effectiveness equals 100.

Droid Engineer

- Destroyed droids and incapacitated pets will auto-store if not quickly revived.

Medics

- Increased the power of firstAid. It now reduces bleeding at a rate of 3 times the medic's injury treatment.
- Changed the effect of wound treatment skill mods on curing poison and disease. It now acts as a % increase to the base medicine value. This puts it in line with how these mods work with other healing actions.
- /healState and /healEnhance no longer require an argument. It will automatically select a medicine if nothing is specified. This enables these commands to be used in the toolbar.

Smuggler

- The maximum effectiveness of sliced armor can no longer exceed 90%.
- Increased payout for bounty hunter missions.
- Increasd experience for investigation missions.

Tailors

- The following Tailor schematics now give Tailor xp instead of GCXP: High Quality Boots, Large Headwrap, Sunguard, Warm Hat, Wookiee Battle Padding, Wookiee Traveler's Helm.
- The following tailor schematics now properly craft objects with socket slots: High Quality Boots, Doctor's Dress, Light Bustier, Traders Flight Suit.

Weaponsmith

- Added the ability to craft metal staves to novice weaponsmith.
- Added the DLT20 rifle to novice weaponsmith.

Travel

1. When purchasing travel tickets, If a player is too far away from the destination location, the ticket is refunded.

Vendors

1. Vendor ad barking and planetary map registration now persist, so you won't have to reset them after a server restart. Note that you'll need to reenable ad barking one time for this to start working on your vendor.
2. Vendor maintenance is now enabled. Vendors now cost about 15 cr/hr to maintain. Maintenance of droid and terminal vendors has been fixed.
3. All vendor types now have proper rotation controls prior to initialization. Initializing the vendor will remove the rotation options.
4. Will now allow vendor/auction multiselect for both retrieve & withdraw functionality.
5. Added 'Pets / Pet Supplies' and 'Medical Supplies' categories to vendor planetary map listing and area barking.
6. Increased sale timer from 7 days to 30 days for player vendor sales.

Warren

1. Fixed Warren scientist faction so droids will properly agro.
2. Creatures in the Warren have improved Pathing.

Wearables

1. You can now wear a backpack with Grand Healers Robe, Grand Ball Gown, and the Luxurious Gown. Why you would want to desecrate such fine dresswear with a backpack is beyond us, but you can if you feel like it.
2. Long gloves are now correctly categorized as handwear.

World Details

1. Any creature that looks like an elephant (Bantha, Gronda, Snorble, etc) will run faster than they used to.
2. Guard and militia types will defend the poor defenseless townfolk.
3. Dewback's shaking their head will make a sound.

Other

1. Fixed a problem where players could not gain or lose Gondula faction.

Update Notes: 14 November 03

>> **Publish 4**

1. Improved server stability and performance
2. Mounts: fixed a bug where using a player city terminal could cause an erroneous message indicating that you cannot dismount at this time.

Update Notes: 15 November 03

>> **Publish 4**

1. Fixed not being able to open a crafting station's input hopper.
2. We have fixed a problem that caused harvesters with an extraction rate greater than 7, to have increased maintenance each time they were redeeded. If your harvester has increased maintenance, redeed and replace it to reset the maintenance back to normal.
3. Made droids private crafting stations again.

Update Notes: 20 November 03

>> **Publish 4**

1. Improved client stability
2. Player Cities: You can no longer set taxes on outposts. Any current outposts with taxes will have their taxes reset to 0.
3. Player Cities: Cities now require 10 citizens to be valid. All other city rank population requirements have been raised by 5. Existing new cities will need 10 citizens instead of 5 to be valid.
4. PVP: Neutral players can no longer drag incapacitated players that have a TEF.
5. PVP: Dragging a player with a TEF will result in the TEF being passed along to the player doing the dragging.
6. Fixed a problem where the client would sometimes not connect to the customer service server and thus allow them to submit tickets.
7. Fixed a problem where the customer service server was denying bug submission in some cases.
8. Made the localization more meaningful when submitting a customer service ticket.
9. Removed the high efficiency harvester maintenance penalty as it imbalanced heavy harvesters and punishing experimentation. This change will immediately affect all deeded and placed harvesters, you do not need to redeed your harvester.

10. Examining deeds now properly displays hourly maintenance instead of mislabeled half-hourly maintenance.
11. Added no-build radius around Lok imperial outpost
12. Bio-Engineer: Removed Tissue mods from applying to armor.
13. Player Associations: Group leader can no longer be kicked from the PA by other members.
14. Player Associations: Fix guild updates not working properly on clusters with large numbers of Player Associations.
15. Musicians: Fixed a problem where you would sometimes get stuck in the outro state and unable to play music.
16. Teras Kasi: Fixed center of being command. Defense mods now work.
17. Fixed an issue with credit drops from NPCs that were too small.
18. Rubberbanding: Fixed a bug that could trigger movement validation errors on movement when a player was slowing down in some circumstances.
19. You can now properly pick up and move ballot boxes and data terminals in houses.
20. Hanging Clients: Fixed a bug that could cause a client to hang when loading the world.
21. Unity rings should no longer decay or need insurance

Update Notes: 25 November 03

>> **Publish 4**

1. Added options to the house management terminal to delete all items in the house or to move items in the house to you.
2. Fixed an issue that caused some cities to not advance when the city update occurred. If your city should have advanced but didn't, please contact a CSR. They will be able to check the log data to verify your city's level and advance it if needed.
3. Fixed an issue with mayors getting 100 points of xp less than they should have on city updates.
4. The server will dismount a rider if the mount and rider are in an invalid state.
5. Lok: fixed a server issue where invisible objects were being spawned. The accumulation of these invisible objects in a single area would prevent players from being able to load into the scene.

Update Notes: 4 December 03

>> **Publish 4**

1. Improved server stability.
2. Reduced frequency of players becoming ghosted while riding a mount.
3. Reduced player warping, particularly around player cities.
4. Improved client stability.
5. Fixed a vendor money dupe.

Update Notes: 5 December 03

>> **Publish 4**

1. Restocking a vendor will place the item for resale for 30 days.
2. Items will no longer disappear from the vendor after being for sale for 14 days.

Publish 5 Notes: 16 December 03

Major Publish Features

Vehicles

Vehicles are now available to players. The first three vehicles will be the Speeder Bike (RoTJ), Swoop Bike (AoTC) and the X34 Landspeeder (ANH). [Advanced Vehicle Guide]

Player Cities

The number of Player Cities has currently been doubled, making the caps to 20 for all planets that are currently 10 and 50 for all planets that are currently at 25. The new limits are as follows (The first number is the total cap. The second is how many can be rank 3 or above. The third is how many can grow to rank 4 or above.):

Corellia: 20, 15, 10
Dantooine: 50, 30, 20
Lok: 50, 30, 20
Naboo: 20, 15, 10
Rori: 50, 30, 20
Talus: 50, 30, 20
Tatooine: 20, 15, 10

Content

1. The Nightsister cave has been added to the game world.
2. Added various heralds throughout the world to lead players to dungeons.
3. There will now be a chance for boss type creatures to spawn from mission targets.

Creatures

1. Creature Balance: All creatures in the game have been balanced under one unifying scheme.
2. Creature Handler: The creature handler profession has been re-organized. Among the many changes are: The "control level" skillmod has been removed. You can call any pet up

to the limit of your additional pets skillmod, but no more levels at one time than your "tame level" skillmod. The tame level skillmod also determines the maximum level pet you can call or tame. The Tame Level skillmod has been redistributed throughout the tree, so only master creature handlers can call the highest level pets. The Transfer command has moved to the Master Creature Handler skillbox. The "train as mount" ability has moved to Management IV. See below for further details.

3. Creature Trade-In Program: With the Creature Handler changes that are going into effect, players with pets from levels 10-15 will no long be usable, there will be a pet trade-in program. In many cases, you will have a reduced version of the pet. In some cases, your pet will be a different creature.

GUI

1. Added waypoints to places of interests (POI's). For example missions, bunkers, caves, and exploration areas.
2. Add a "Points of Interest" tab. This tab holds a list of waypoints to interesting places on the current planet.

Jedi

1. Jedi now get a TEF for equipping a saber when in combat.
2. They also get a TEF when entering combat with a saber equipped.

Live Events

1. Be on the lookout for some Wookiee Life Day gifts from the SWG Event's Team...
2. Player Hosted Events: Be sure to check out the latest Player Hosted Events on your Galaxy Live Events

Full patch listing

SWG Client Version: 65956.67838

General

1. Improved client stability
2. Improved server stability

Badges

1. New exploration badges have been added throughout the galaxy.
2. Badges will be awarded for achieving Master Titles (and you keep the badge even if you revoke the skill).

Bio Engineer

1. New Cloning System implemented (Creature level is now fully dependent on final creature stats. Stats are fully dependent on level of DNA samples used. Gnort DNA will create Gnort-like creatures, Rancor DNA-will create Rancor-like creatures, etc.).

Character

1. Added heal self and heal other animations to kneeling posture.
2. Disallowed use of /wookieeRoar if the resulting pool drain would cause the user to become incapacitated.
3. Make Attribute mods due to food, spice, etc, not incapacitate players.

Chef

1. The Terratta food schematic will now download to your crafting tool.

Combat

1. Made it so if two players are fighting and both /peace, combat will end (previously the player who /peaced first had to do it again for combat to end).
2. Added to-hit bonus for melee vs. ranged weapon attacks. This is a replacement for the damage multipliers and a sub-feature for the damage mitigation addition. If you use a ranged weapon against a melee combatant, you are easier to hit.
3. Damage-over-time (DoT) effects (bleeding, poison, etc.) will no longer cause pets to randomly aggro on nearby PvP enemies.
4. Players now get a TEF when using DoTs (poisons, disease, etc).
5. Performance buffs now modify the players base attribute not their current max attribute.
6. Added melee/ranged damage mitigation 1-3 abilities. These abilities are spread through the elite professions and will limit the damage ranges that can be done to you. If an NPC/Creature attacker does 1-100 points of damage, is using a melee weapon, and you have damage mitigation 3, the actual damage range that can be done to you is actually 1-40. There are 3 damage mitigation abilities for ranged, and 3 for melee. They do not stack.
7. Fixed a problem where not every target was getting the appropriate messaging from an area of effect combat medic DoT attack.
8. Neutral players can no longer drag incapacitated players that have a TEF. Dragging a TEF'd player can result in the TEF being passed along to the player doing the dragging.

9. Added the standard PvP checks for dragging an incapacitated player. This means that you can only drag a player in the same cases that you could heal him.
10. Added full body standing ranged combat animations for Ewoks
11. Corrected standing ranged combat weapons for Hutts.
12. Creatures and NPCs will no longer be able to poison or disease vehicles and droids.
13. DECLARED players will be set to COVERT when they logout, and set back to DECLARED 60 seconds after the next time they login. (Preventing attacks during Login/Logoff)
14. DECLARED players will be changed to COVERT when traveling until 60 seconds after arriving at their destination.
15. Added standing ranged combat animations for Jawas and Selonians.
16. Added line of sight checks to all healing commands. Because of this, it is no longer possible to perform healing actions on targets outside of a building if you are inside it (or vice versa).
17. Fix for 1pt general combat xp when specific combat xp types are capped
18. AI will now "see" a player that stands up from Incapacitation and may attack (including Feign Incapacitation).
19. Fixed a bug with training mobs that flee from private structures, which caused them to move very slowly afterwards.
20. Fixed an annoying bug which would result in characters being stuck in combat mode for long periods of time after being targeted by an npc.
21. Cut the follow distance in half for a follower and a leader when they are in combat with each other.
22. Added rifle butt animations

Combat Medic

1. Combat medic skill mods can no longer increase the range of medicines beyond 64m.
2. The maximum experimental range for ranged healing and DoT medicines has been capped at 48m.
3. Droids and vehicles are no longer affected by combat medic area of effect poison and disease attacks.

Commands

1. Added /g command for groupsay.
2. Fixed the insufficient funds error message for bank tips.
3. Fixed a menu issue related to "shutdown" of a player HQ in a countdown sequence.
4. Fixed several bugs with /tip that would cause funds to hang.
5. /tip update to hopefully improve response time for cases where payments would lag

Crafting

1. Fixed not being able to use ingredients in an equipped backpack (or other container) in crafting.
2. Changed the chemical dispersion mechanisms (both normal and advanced) so that their damages may be modified.
3. Fixed mission draft schematics showing up in the "genetics" tab. They now correctly show up under the "mission" tab.
4. Fixed crit fails when crafting installations preventing you from trying to assemble the ingredients again.
5. The ingredients should not be destroyed, and you should be able to click on the assemble button again to try and assemble them.
6. Secure trades are canceled when any crafting command is done.
7. Fixed bug where old component data would still be used on the crafting try after a critical failure.
8. Added checks to make sure you can't extract an item from a factory crate you don't own.
9. Fixed bug where dividing stacks of factory crates could bug your inventory to where it would say "full" at 59/60 or lower.

Creature Handler

1. The creature handler skill tree has been re-organized: The "control level" skillmod has been removed. You can call any pet up to the limit of your additional pets skillmod, but no more levels at one time than your "tame level" skillmod. The tame level skillmod also determines the maximum level pet you can call or tame. The Tame Level skillmod has been redistributed throughout the tree, so only master creature handlers can call the highest level pets.
2. The Transfer command has moved to the Master Creature Handler skillbox. The "train as mount" ability has moved to Management IV.
3. Creature Handlers will only receive 1 xp for using a pet to kill something less than half the level of the pet.
4. Using baby high-level creatures to kill low-level creatures will result in less xp being granted than previously. For purposes of determining xp only, the creature's level will be considered to be no less than half of the creature's adult level. e.g. A baby gurreck was previously considered to be a level 5 creature even though an adult gurreck is level 50. Now a baby gurrek will be considered to be level 25 minimum, which will eventually increase as the pet grows until it has reached its adult level.
5. XP awarded to Creature Handlers when their pet kills something will be divided by the current number of active pets.
6. All currently tamable creatures remain at the same chance of spawning.

7. Some new tamable creatures were added with the same chance of spawning as current ones.
8. Some rare to very-rare to impossibly-rare baby types will spawn which did not previously spawn.
9. Sometimes (rarely) lairs will spawn more than the current max of 2 babies.

Creature Trade-In Program

1. With the Creature Handler changes that are going into effect, players with pets from levels 10-15 will no long be usable, there will be a pet trade-in program. Player get attached to their pets, players will be able to visit Creature Handler NPC's and get a device to drag to the datapad. The device will transform their pets, carrying over it's name and commands to the new pet. The new pet will be of the same type, but of the correct level. Your favorite pet will stay your favorite pet :)

Datapad

1. Added waypoints to places of interests (POI's). For example missions, bunkers, caves, and exploration areas.
2. Add a "Points of Interest" tab. This tab holds a list of waypoints to interesting places on the current planet.

Droids

1. Added protocol droid combat animations
2. Fixed bug where probot reassembles after being destroyed

Dungeons

1. For those who seek perilous adventure, journey to Dathomir. The Nightsister Cave will challenge large PA's and player groups - - perfect for Raiding!

Events

1. Added Lifeday robe and orb meshes and textures for event.

Faction

1. You now gain Singing Mountain clan faction for killing the Spider Nightsister clan. A bug which made the "boss" NPC of the Spider Nightsister cave not spawn has been corrected.

GCW

1. Turret minimum range has been removed.
2. Added validation to HQ initialization that should remove tracking of invalid defenses.

3. In the event that invalid defense issues persist, the structure owner & admins are able to electively remove defenses from the primary HQ terminal via the "Defense Status" option in the "Structure Management" menu list.
4. Fixed an issue with small and medium tower turrets that would cause them to become invalid objects
5. Overt Players: /delegateFactionPoints: if used with a target but no parameters will now provide an interface

GUI

1. BugFix: XP monitor resets the displayed skills after travel, log in and out.
2. CharacterSheet: UI correctly updates when stomach values change.
3. Fixed Alt-Enter switching between windowed and fullscreen code.

Jedi

1. Jedi now get a TEF for equipping a saber when in combat.
2. They also get a TEF when entering combat with a saber equipped.

Keyboard

1. Fixed keymappings not displaying correctly for non-English keyboard layouts.
2. Added non-English characters to chat.

Loot

1. Locked loot crates now indicate whether they are sliceable or not when examined.

Mail

1. Added /emptyMail command to delete all of your avatar's email.

Missions

1. Changed targets for faction destroy missions to be banners.
2. Increased occurrence of NPC targets on some planets from mission terminals.
3. Removed AT-ST from rebel faction mission targets.
4. Fixed a mission payout notification issue related to grouping.

Mounts

1. Increased the distance of the player light when mounted

NPCs

1. Added eyes closed idle to dead NPCs.

2. Added Drall and Hutt standing ranged combat animations, fixes bug in standing ranged animations on Non-humanoid NPCs.

Objects

1. Fixed appearance for left bone armor bracer.
2. Fixed appearance for Grand Healers robe.
3. Fixed appearance for Mon Calamari dress 15.
4. The health encumbrance on armor components is now properly displayed in the examine window. Before, this value was not shown despite it still being factored into the finished product.
5. Fix occasional flickering lighting issue.
6. Improved color of composite armor.

Pet

1. Pet following improved.
2. You can no longer command a pet that is outside when you are inside a building.
3. Factional pets will Only attack Declared-Overt targets (players or npcs)
4. Players will be allowed to transfer a pet-control-device even if it doesn't know the transfer command, if the pet is too-high level for them to call
5. Some creature types will spawn baby (tamable) creatures less often than others.
6. Fixed a bug that would allow players to call more pets than they should have been able to call in some situations.
7. Pets will autostore in 4 minutes if not revived medically, will absolutely not recap' naturally (from regenerating) for at least 2 minutes.
8. Pets will not recapacitate immediately.
9. When a pet is incap'd by NPCs or creatures, the AI will attack the pet's master, next.
10. Pets will always be considered to be grouped with their masters (by AI, that is), even when they aren't
11. Players can no longer complete a taming attempt while dead or incap'd
12. Unstored pets will not remain in the world after their owner has logged out for longer than 2 minutes, and current health info. etc. will properly be saved
13. Pets "Hungry!" and "Play!" spam will only be visible to the pet's master
14. Non-creature handlers cannot call pets of a higher level than 10, down from 15.
15. To see which commands your pet knows, select LIST COMMANDS from the pet control device.
16. Pets will not suffer from vitality loss more often that once per 5 minutes

Player Associations

1. By default, guildhall signs now show as "'s Guildhall"
2. Fix guild leader changes and disbanding for too few members not occurring in some cases.
3. Make weekly guild updates remove purged characters.
4. Don't allow people to kick the leader out of a guild. The leader can still be removed either by removing themselves or by being voted out first.

Player Cities

1. Note: We know that raising the Player City cap is very important to the community. We want to raise the player city caps as quickly and as much as possible, but we need to do this in stages so to prevent interference with Server Stability.
2. The number of Player Cities has currently been doubled, making the caps to 20 for all planets that are currently 10 and 50 for all planets that are currently at 25.
3. The new limits are as follows (The first number is the total cap. The second is how many can be rank 3 or above. The third is how many can grow to rank 4 or above.):
   - Corellia: 20, 15, 10
   - Dantooine: 50, 30, 20
   - Lok: 50, 30, 20
   - Naboo: 20, 15, 10
   - Rori: 50, 30, 20
   - Talus: 50, 30, 20
   - Tatooine: 20, 15, 10
4. You can no longer use structure related slash commands in civic buildings. This means you can no longer make civic buildings private. Any currently private civic buildings will be made public.
5. You can now pick up and move ballot boxes and data terminals in houses.
6. Fixed problem with player city travel terminals not bringing up their UI.
7. The Architect craftable "Ballot Box Terminal" now works properly again.
8. The citizen report list now indicates if a citizen is a militia member.
9. Fix ejection from the player city hall.
10. You can no longer register a city of rank less than 3 on the planetary map. Any city of less than rank 3 currently on the map will be removed from the planetary map. Any city that falls below rank 3 will be removed from the planetary map (This was done to keep maps from getting over cluttered and unusable).
11. Since we are increasing the city caps, we need to control on the amount of additional structures the world has to support. There is a civic structure cap of 1+(6*city rank). I.e. 7

at rank 1, 13 at rank 2, etc. Civic structures include cloning facilities, shuttleports, the city hall, and gardens - - Structures owned by the city.

12. If your city decreases in size so that the number of civic structures exceeds the cap, you will be charged 75,000 credits per week per structure over the cap as a part of your city hall maintenance. This penalty will be applied each week starting the week after the cap is broken. The penalty will not be applied if you do not exceed the cap when the next city update happens or if your city rank increases (raising the cap).

13. Information on this penalty will be sent to the mayor in email and will also be displayed on the city maintenance report.

14. /citywarn has been removed from the game.

Player Houses

1. Fix interiors not appearing.

2. Player buildings (houses & city structures) now have much more forgiving placement tolerances. You should be able to build on the side of hills and over small gutters you weren't able to build on before. Also, the first time a structure is built it will no longer snap to the lowest possible point on the terrain (this sometimes caused doors to be buried).

Quests

1. Many Huff Darklighter Quest fixes (Krayt Quest)

2. Rumor has it that the infamous pirate Nym has begun rewarding adventurers with weapons from his private stockpile. A special 'slug-thrower' carbine is available to those who succeed in Nym's new quest series!

Rifleman

1. Added "Sniper Support Skill" for Rifleman. Riflemen shooting creatures and NPCs at greater than 50m have a much better chance of drawing a single social creature from a crowd (versus the entire group of angry mobiles immediately charging at the rifleman).

Scouts

1. You can no longer gain scout xp by using scentMask vs. creatures in an interior (when you are outside, or in a different part of the interior).

Scouts / Rangers

1. Mask scent and conceal no longer break in combat. This was widely considered by most users of the command as being a little too annoying (the designer included. ;)

Smuggler

1. Slicing options will no longer show up erroneously on non-armor clothing.

2. Fixed an issue with HQ security terminals where an incap'd/dead slicer could lock the terminal and prevent further use

Teras Kasi

1. Powerboost - boost values are now calculated based on the characters unmodified mind value minus any mind wounds. A boost value of less than 10 is prohibited.
2. TKAs can no longer incapacitate themselves with /powerboost

Travel

1. Added a check for inventory space when attempting to buy a roundtrip ticket. This should prevent the problem of not getting the return ticket when you only have 1 inventory space left.

Vehicles

1. Vehicles are now available to players. The first three vehicles will be the Speeder Bike (RoTJ), Swoop Bike (AoTC) and the X34 Landspeeder (ANH). Advanced Vehicle Guide

Vendors

1. You can no longer give Wookiee wearables to non-Wookiee vendors to make them naked.

World

1. Added various heralds throughout the world to lead players to dungeons.
2. There will now be a chance for boss type creatures to spawn from mission targets.
3. Major rebalance pass on all creatures to bring similar level creatures to the same power level and/or to have more powerful creatures con reflect a higher level.
4. Fixed a data problem that prevented Nyax swords from getting their DoT attacks.
5. Fixed NPC faction reactions: NPCs that like you, won't attack you. AGGRO npcs will attack you if they merely DISLIKE you. THUG NPCs will attack you sometimes unless they LIKE you.
6. Fixed sounds on Kaadu stretch animation.
7. Fixed the alignment of several misplaced player structure signs.
8. Added Heal animations while sitting on ground and in chairs
9. Fixed the red barriers appearing over windows

Update Notes: 17 December 03

>> **Publish 5**

1. Resolved a localizable string issue that caused many places to show "null" Including:

- Faction recruiter
- Teaching skills
- Cloning city location
- /find command

Update Notes: 19 December 03

>> **Publish 5**

1. Mounts: Fixed the scale on the Lesser Dewback, Lesser Plains Bol, & Lowlands Brackaset so they are mountable again.
2. Pets: Fixed a problem where non-creature handlers who trade in a pet to the Creature Handler Trainer will get a pet back without any training.
3. Pets: Fixed a problem where turning in a pet to the Creature Handler Trainer with another pet or vehicle out would cause the user to lose control of that pet.
4. Added a validation for hairstyles on login. If you character possesses an illegal hairstyle for a given race and gender, it will be reverted to a default setting.
5. Fixed an exploit that allowed players to turn experience into faction points.
6. Improved client stability.

Update Notes: 21 December 03

>> **Publish 5**

(this date is an estimate, there isn't one given in the archive)

1. Decreased frequency of player vehicles deleting themselves.
2. Added holiday gifts for veteran players.

Update Notes: 23 December 03

>> **Publish 5**

1. Announcements: Greetings! We have a few pre-holiday announcements.
2. Holiday gifts: Holiday presents are a reward for veteran players. Holiday rewards will be given out to players at least 3 weeks old and not for newly created characters.
3. Exploration badges: There is no intent to give an Exploration Badge for every POI location. Many people seem to think each POI location should give out an Exploration Badge. This is not the case.

Update Notes: 6 January 04

>> **Publish 5**

1. Fixed a problem where player city updates might not occur or occur too often.
2. Improved stability of vendors and the bazaar.

Update Notes: 8 January 04

>> **Publish 5**

1. Armor: Added an option to Composite armor pieces such that players can select the color of their armor. This works around a problem we introduced before the holidays where we inadvertently re-colored all pieces of composite armor. This option will exist only for the next 2 weeks.
2. Some players placed vendor bags with large volumes on a vendor. Because of the number of items, player's could not retrieve the bags once placed. Owners of vendor bags temporarily have the ability to retrieve the bag from the vendor.
3. Bio-Engineer/Pets: Added additional checks for invalid pets. Players will no longer be able to call invalid pets from the Datapad.
4. Bio-Engineer: Fixed a problem with Bio Engineer creature cloning that allowed extremely overpowered low-level pets.
5. Named rancors in the Singing Mountain Clan are now invulnerable and decorative as they should be.

Update Notes: 16 January 04

>> **Publish 5**

1. Fixed a credit dupe. We banned several accounts as a result of this fix. SOE works to maintain a fun, fair game for everyone and cheating will not be tolerated.

Update Notes: 22 January 04

>> **Publish 5**

1. Cries of Alderaan Act 3: Dead Eye is out! Check out the [story page] for all the details.

Update Notes: 5 February 04

>> **Publish 5**

1. Vendors: Solved the vendor un-initialized problem where vendors could lose items.
2. Loading Screens: Added notice of upcoming Imperial Crackdown.

Publish 6 Notes: 11 February 04

Major Publish Features

Imperial Crackdown

Due to the brash arrogance of the Rebel Alliance, the Emperor has decreed that his majesty's Imperial forces hunt down and destroy the Rebel Alliance and insure that all galactic citizens are abiding by the law. The Empire will be searching for members of the Rebel Alliance and anyone with contraband throughout the galaxy. The Rebel Alliance has gone into hiding, so don't be surprised if faction recruiters are more difficult to locate.

Bestine Redesign

Bestine has a few special modifications based on Star Wars history. Imperials will control it and depending on which aide to the governor is in control, different city events will occur. Sand People might raid it, the Imperial presence might increase and players may be able to seek out historians for quests to learn more about the genuine history of Bestine. There is also a Bestine museum event players can get involved with.

Chef Profession Revamped

The entire chef profession has been redesigned from the ground up. See below for details.

Vehicle Customization

New tool allows players to 'paint' their vehicles. Master Artisans can craft vehicles and customization kits. Players can use these customizations kits to customize both the body color and striping color of vehicles.

Theme Park Loot

Revised Theme Park rewards for Imperial, Rebel, and Jabba theme parks. Players who have previously completed (or are currently in) Theme Parks may visit Record Keeper NPC's to reset their status and gain entry.

NPC Quest Loot

Tatooine and Dantooine quests, given by NPC's have all been given better loot as rewards. Record Keeper NPC's are available for the static quests on Tatooine and Dantooine as well as the Theme Parks.

New Visual Buff system

A new "buff" system has been put in place to give players an easy-to-use graphic interface to make game play buffing and de-buffing easier to understand.

Publish Notes Itemized List

Bazaar / Vendor

1. Increase the max bid amount on an auction from 3000 to 6000.
2. Vendors will no longer show most vendor menu options before they are initialized. Using some of these options was causing some vendors to not initialize correctly. An initialized vendor will show all the normal control options.

Client Stability Enhancements

1. Fixed issues with the Ubese armor and other articles of clothing that would prevent these wearables from animating properly.
2. Fixed a code issue that could crash the client when several of the above-mentioned wearables were worn.

Server Stability Enhancements

1. Fixed a bug that could cause players logging into an interior to become ghosted if the interior was near a server boundary.

Combat

1. Combat XP grants were removed from combat healing, poisons and diseases. Those actions will still count towards looting permissions.
2. DoT damage is now tracked for loot permissions.
3. XP rewards in combat now correctly reflect amount of damage that was done by dots.
4. Special abilities that inflict combat DoT's (Fire and Bleeds), have had there initial strike damage increased and the combat DoT damage reduced.
5. Weapon DoT effects now only work if you are certified to use the weapon
6. Bleed/Fire resistant clothing will now have an effect.

7. Fixed /chargeShot1 & /chargeShot2 to work correctly with the knockdown timer

Crafting

1. Added new shellfish harvesting tool to find mollusk and crustacean resources. Schematic for tool can only be obtained after completing a particular NPC granted mission.
2. Fixed a visual bug with transferring objects between containers that are not on your player (e.g. factory hoppers).
3. Fixed not being able to remove a schematic from a manufacturing station unless you have another schematic in your datapad.
4. When a manufactured item is pulled from a crate, the item will have the manufacturer labeled as its creator, not the person who removed the item from the crate.
5. Increased the amount of fish resources received from fishing.
6. Added a warning message if you access a manufacturing station and don't have a schematic that can be used in the station.
7. Increased the amount of eggs that can be found when searching a lair.
8. Some creatures can now be milked! (See the Chef profession notes below for more details).

GCW

1. DoT resist changes will make AT-STs more resistant to DoT damage. Dot resistances have been added giving the AT-ST extra protection against flamethrowers and other fire DoT based attacks.
2. Imperials are now more prevalent in Cantinas.
3. PvP Death Penalty reduction: Faction deaths will no longer suffer 1% decay if items are insured after the player's death.
4. PvP Death Penalty reduction: PvP deaths will no longer cause items to un-insure after the player's death.
5. Players are no longer able to shut down a faction HQ if they have declared only within the last 5 minutes.
6. Increased the maximum possible range for turrets to 80m.
7. Stormtroopers will now occasionally enter cantinas to harass rebel players
8. Only declared players may participate in GCW base shutdowns.

Graphic User Interface

1. Improved UI Examine Window - Fixed a bug where sometimes an object wouldn't render in the examine window.

2. A new UI is available to display certain attribute and skill modifiers currently applied to the characters. It is disabled by default but can be turned on in the Options screen, under the Interface tab. The UI also appears the very first time you receive one of these modifiers.
3. Added new buff icons.
4. Improved text fonts.
5. Made waypoint blips on Radar larger so player blips don't obscure the waypoint.
6. The inventory window now has an optional "examine" pane on the left side of the window, available by clicking the double arrow in the upper left corner of the window. The paperdoll has been moved to the right hand side.
7. Fix display issues with POI tab in the Datapad.
8. Fixed declared residence not appearing on the character sheet.
9. Added menu items to the house management terminal to delete all the items in a house that count towards the item limit, and to move items in your house to your feet in case they are inaccessible.
10. Spice buff duration and information is now displayed on the new buff bar.
11. Changed the examination text on weapon component damage to be more clear. It now reads "Maximum Damage" instead of just "Max".

Missions / Quests / Theme Parks

1. Revised Theme Park rewards for Imperial, Rebel, and Jabba theme parks.
2. If you have previously completed the Rebel, Imperial, or Jabba's Palace Theme Parks and have not yet received a badge, players receive them when they log in for first time.
3. The Rebel, Imperial, and Jabba's Palace theme parks now have Record Keeper NPCs that will give players the option of starting the theme park over if they are currently in, or have completed a theme park.
4. Borvo the Hutt quests updated: many changes and fixes have been implemented.
5. New quests added to the Singing Mountain Clan and the Nightsisters stronghold on Dathomir.
6. Fixed a problem where some NPC's would not give positive Nym faction when killed.
7. On Lok, a server issue was fixed where invisible objects were being spawned. The accumulation of these invisible objects in a single area would prevent players from being able to load into the scene.
8. All of Tatooine's and Dantooine's static quests have been revamped. Bugs have been fixed, some conversations rewritten and they all have new rewards.
9. Record Keeper NPC's are available for the static quests on Tatooine and Dantooine as well as the Theme Parks.

Pets

1. Fixed the Plodding Falumpaset & Motley Kaadu; both pets can now be called.

Player Cities

1. Player city clone facilities are no longer considered for "respawn closest". Only static NPC clone facilities are now considered "respawn closest". Players can still clone at a civic clone facility if they have stored their clone information there.
2. There is now an option on the city management terminal that allows you to revoke your citizenship at any time.
3. Citizens will now be removed from a city if they haven't been online for about 6 weeks.
4. Fixed an issue with mayors getting 100 points of xp less than they should have on city updates.
5. You can no longer deploy a camp in a player city.
6. Fixed a problem where Player Cities level 4 were not updating to level 5

Player Structures

1. Restricted the number of characters in the name of a single permission list entry to 40.
2. Players not on a building's admin list cannot open containers in the building anymore..
3. Deeds place-able on a single planet that should be place-able on more than one planet now reflect the appropriate number of planets.
4. Repair cost and re-deed cost for structures now only takes into account the base maintenance cost. This means you won't have to pay your city property tax to repair or re-deed your structures anymore.
5. Added caps to access fee amounts and times.
6. Fixed the Corellian Style 2 (both floor plans) merchant sign placement issues.

Professions: Armorsmith

1. Added another optional layer slot to the RIS armor segment.

Professions: Bio Engineer

1. Fixed bio-component data being added to a prototype object after a critical fail.
2. Can now create new food additives (see Chef revamp below)
3. Added invalid crafted pet checks back in. If invalid pet is found UI is displayed to try and "fix" pet to allow it to be callable again.
4. Fixed Level display when Ranger/Scout examines a crafted pet.
5. Fixed CHs being able to tame a BE pet higher level than they can control
6. Fixed Non-CH being able to call a non-aggressive BE pet of any level.

Professions: Bounty Hunter

1. Bounty hunter marks will now be non-aggressive (Instead of running around town killing players)
2. Fixed some problem with Jedi bounty hunter missions being created and displayed improperly (Correspondent Issue).

Professions: Carbineer

1. Carbineer profession name fixes implemented (Correspondent Issue).

Professions: Chef

2. Chef Profession Revamp: The Chef profession has been completely revised in this patch. Chef food items now have a more interesting and powerful set of effects and buffs and more flexibility in experimentation.
3. New Chef Assets: Several food items now have custom art. There are also two new Chef hats and one new Chef apron creatable by Tailors.
4. Player Stomach: The stomach meters for food and drink now decay over a period of 30 minutes. Each food item takes up a % of stomach space that may be determined by examining the item.
5. Food Effects: Food effects are no longer limited to stat modifiers. Food created by Chefs can now enhance skills, give new protections and enhance combat abilities. There are even foods for medics, entertainers, and crafters. Examining a food item will display what it does. Food created before the patch will be unchanged. We encourage all players to seek out and try the new foods!
6. Food Experimentation: Chef experimentation on food has been reworked. Chefs now experiment on four unique attributes: filling, flavor, nutrition, and quantity. Filling affects the stomach usage of the food, flavor affects the duration of the food's effect, nutrition affects the effectiveness of the food, and quantity affects how many of the food the crafting attempt will yield.
7. Bio-Engineered Food Additives: The set of Bio-Engineered food components have been revised. Bio-Engineers can now create 3 intensities of component for each of the 4 experimental attributes (12 total). A Chef can then use these components in his recipes through the additive slot. For example: a Bio-Engineer could make a "light nutrition component" and sell it to a Chef who uses it to enhance the effectiveness of one of their recipes. The impact of Bio-Engineered food components has been greatly increased.
8. Milking: Players can now milk certain herbivores. A "milk" option will show up on their radial menu. You must be scent masked or concealed to milk. You'll have to figure out on your own what can be milked.

9. Drink Containers: Drink recipes now require a separately crafted container. As a Chef increases in skill, they will earn the ability to create new types of containers. The larger the container, the greater the yield of drink created in a single crafting attempt.

10. Find out more about the Chef Revamp.

11. Some Additional In-Test changes made:

12. Decreased the stomach filling value of several foods.

13. Increased the xp output on Chef foods.

14. Increased the bonus given from using a cask or a barrel.

15. Slightly increased the amount of milk gained during milking.

16. Increased duration of the secondary/terciary stat mod buffs on won-won, kiwik clusjo, and canape.

Professions: Creature Handler

1. Trick2 will be granted at Empathy III as stated in the skills window, instead of being incorrectly granted at Empathy II.

Professions: Doctor

1. Added visual buff icons to Doctor enhancements and performance mind buffs.

Professions: Droid Engineer

1. Added general module slot to the advanced Binary Load lifter droid, and both basic and advanced protocol droids.

2. Droid storage compartments are now using droid experimentation rather than artisan.

3. Droid customization tool now gives droid crafting xp instead of general xp

4. Droid socket modules can no longer be plugged into one another.

5. Multi-crafting station module droid capability fixed for some cases where one type would over-ride another type.

6. Combat-related stats removed from examine windows for non-combat-capable droids

7. Item Storage Module 2's now really are that, instead of becoming data storage module 2's during the crafting process.

8. Added transition from combat to normal idle for Probe Droid.

Profession: Image Designer

1. Fixed occlusion issue on Human Hairstyle 4

Profession: Jedi

1. Jedi XP is now granted after combat only if a Lightsaber was used

2. The permadeath system is being removed and changed to a skill revocation system based on deaths.
3. Deaths will decay from the death counter after one week.
4. Deaths after a buffer (3 to 5 depending on advancement) will have a skill revocation penalty.
5. Skill revocation will be slight at first, but will increase in penalty as the player accumulates more and more non-decayed deaths.
6. The skill revocation penalty will increase as a player advances up the skill tree.
7. The skill to be revoked will be randomly chosen from the last skill earned in each of the 4 skill branches.
8. No more than one skill will be revoked at a time, though players can get to a state where they lose a skill each time they die.
9. When Publish 6 is released, all existing deaths will be reset to 0 so all Jedi start out with no deaths.

Professions: Merchant

1. Since housing contents are now loaded on demand, vendors were giving less xp than usual. They now take into account how many updates were missed and will grant a normal amount of xp when they are loaded. Players will see improved normal merchant xp rates.

Professions: Pikeman

1. Slightly improved some range modifiers on the Long Vibro Axe and the Vibrolance (Correspondent Issue).
2. Upgraded Nightsister Energy Lance to bring it more inline with the risk to obtain it (Correspondent Issue)..
3. Raised the skill box required to use the Nightsister Energy Lance (Correspondent Issue)..
4. Pre-change lances will still only require Brawler Polearm II to use (Correspondent Issue)..

Professions: Pistoleer

1. Increased maximum mid range accuracy on the DX2 Pistol (Player Correspondent Issue)

Profession: Smuggler

1. Added a success or fail routine for when a smuggler is scanned (Correspondent Issue).
2. Added a grouping bonus for smugglers in wilderness and cantina searches when stormtroopers are executing a shakedown scan.

Profession: Swordsman

1. Moved scythe blade certification to the expert sword finesse skillbox

Profession: Weaponsmith

1. Fixed an out of range speed limit on the imperial detonator schematic.
2. Fixed an out-of-range range limit on the acid beam rifle schematic.

Travel

1. Fixed a problem where using the ticket collector and not selecting a ticket from the UI listbox could cause the player to get a "you must select a ticket.." message on future travel attempts.
2. Fixed a problem where traveling between 2 cities on the same planet could be stopped if there is an active battlefield on the line between them.

Vehicles

1. Improved Vehicle performance.
2. New tool allows players to 'paint' their vehicles.
3. You can now have 3 vehicles stored in your datapad at a time.
4. Radial menu will now update properly after generating or storing vehicle.

World

1. Added Librarian with Trivia Questions to Theed Palace.
2. The night lighting on Talus and Dathomir have been brightened for easier play.
3. Yavin 4 sky and fog have been improved

Update Notes: 12 February 04

>> **Publish 6**

1. Fixed a server crash related to pre-publish chef schematics.

Update Notes: 13 February 04

>> **Publish 6**

1. Spawning: Fix for multiple NPC spawns in crackdown cities
2. Jedi: Sometimes NPC Imperials would mark a Jedi Overt during crackdown events. Jedi are now only given a TEF.

Update Notes: 24 February 04

>> **Publish 6**

1. Imperial Intelligence has indicated a massive seismological reading from Yavin IV. There has been some indication that a secret Geonosian Lab was operating on the surface of the planet, but no confirmation has been made. The Imperial Military is rumored to be planning on operation to investigate, though rumors in Coronet indicate that both the Rebels and many criminal syndicates are also interested in obtaining the technology and research contained inside.
2. Fixed a problem that caused spawning to stop on some planets.
3. Fixed a problem where pets wouldn't properly use an offset for "follow" and "attack".
4. Fixed some issues with art schematics related to the Bestine museum
5. Minor fixes to the Imperial crackdown
6. Various tweaks and fixes for the Geonosian dungeon
7. Fixed an issue that allowed players to vote multiple times in Bestine
8. Experimentation should now work properly on vehicles
9. Improved server stability

Update Notes: 26 February 04

>> **Publish 6**

1. Geonosian Bunker: Fixed a bug that prevented players from getting their pets past the first room of the bunker
2. Geonosian Bunker: Fixed a bug preventing creatures from leaving the Geonosian bunker while in combat.
3. Geonosian Bunker: Increased the spawn time for the fire spider to 1 hour and the Acklay to 2 hours.
4. Geonosian Bunker: Slightly decreased the power of the fire spider and Acklay loot drops.

Update Notes: 4 March 04

>> **Publish 6**

1. Added additional tools for CS support.

Update Notes: 9 March 04

>> **Publish 6**

1. Starting to patch out data for the upcoming publish. We will continue to gradually update this data throughout the next week.

Publish 7 Notes for 17 March 04

Due to overwhelming player feedback the Crafting Experimentation change included in Publish 7 has been reverted to the way it worked previously. Click here for more information

Droid Invasion Major Features

Droid & Droid Engineer Enhancements

1. Droid Damage Repair Kits and Droid Wound Repair Kits
2. Droid Battery consumption rate halved (enabling them to last twice as long)
3. Droids will no longer be susceptible to poisons, bleeds, /warcry or /intimidate
4. Combat Droids will have all the fighting functionality of a regular combat-capable creature (up to CL10)
5. These options will function like creature pets.
6. All players will have the ability to own and operate these combat droids.
7. A combat droid is a droid that is capable of attacking things, in addition to other potential droid capabilities that can be added to droids currently.
8. The normal crafting process is used, and a combat module is included in the droid.
9. Combat modules will only mount in droids capable of combat. Combat modules can be placed in any of the general droid module slots that already exist on droid socket components and droid chassis, seen as optional slots during the crafting of the droid.
10. Combat module is crafted in exactly the same fashion as other droid modules, using a draft schematic, resource ingredients, and previously crafted component ingredients.
11. Combat modules can be crafted at varying quality levels, which can be seen when the module is examined.
12. Combat modules stack and if more than one of them is placed in a single droid, they have a cumulative effect.
13. To have the strongest combat droid, six 100% combat modules must be used in constructing a droid.

Preliminary Combat Balance Changes

1. As part of the ongoing Combat Balance, the team has made some preliminary changes to combat in order to equalize some of the larger changes that have been made recently.

2. Defensive Modifiers will have a hard cap with profession template stacking. Defense stacking will no longer stack beyond the intended combat calculation limits causing the defender to be nigh invulnerable.
3. Carbineer Specials have been improved:
4. The dizzy effect in
5. /fullAutoSingle1, /fullAutoSingle2, /fullAutoArea1 & /fullAutoArea2 have been improved
6. /burstShot2 was changed from a single target to an AE cone attack
7. /actionShot2 now hits all targets in the area of effect.
8. Defense / To-Hit Fixes:
9. Melee attackers now get a To Hit bonus when attacking targets with ranged weapons.
10. Dodge enhancing Food now decreases your chance of being hit.
11. Accuracy increasing food now increases your chance to hit your target.
12. Dead Eye buff now increases your chance to hit your target.
13. Warcry has been changed from being a single target lock down preventing it from attacking to a method of 'crowd control'. Enemies can be temporarily prevented from attacking as long as they are not currently being attacked themselves.
14. Panic Shot & Strafe Shot are cone effect shots that will delay your target for 10 seconds on a successful shot. Strafe Shot succeeds only when your target is in the 'take cover' position. In both cases, the effect ends upon further damage to the target.
15. Bleed DoT Improvements: Targeted pool bleeds (/mindShot1 & 2, /healthShot1 & 2, etc) now hit their intended pool on the initial strike as well as the bleed damage.

Crafting System Enhancements

One of the top concerns for crafters of all types was the issue of 'critical fails'. Critical fails are a risk that all crafters take when attempting to create an item. This basic dice roll function is the gamble crafters take as part of the risk of crafting, but as a resounding player concern, the developers looked at the system to see how the relationship of crafter and crafter-risk could be made to have a stronger relationship to the fictional act of crafting. Toward creating a stronger crafting experience, a new modified die roll model has been implemented to enhance the experience so that now, a crafter's raw ability will have an effect on how often critical fails occur. Crafting still works on the same risk/reward principle of a 5% critical fail chance, but is now modified with the player's assembly or experimentation skill. As crafters progress from Novice to Master they will have a reduced chance of a critical failure.

Bounty Hunter Jedi Tracking Missions

Now, Bounty Hunters can track player Jedi in the same manner as their NPC targets. Bounty Hunters can get a mission from the bounty hunter terminal for a player Jedi. Go to your contact to

get the bio-signature. Then just use your seeker/probot droid to find your target. Keep in mind that unlike the NPC targets, players will move around unpredictably. (As a result, the location updates can lag behind a couple of minutes.) Additionally, Bounty Hunter tracking speeds have been fixed and now as the hunter increases in skill, the tracking speed will increase.

Junk Dealer Revamp

Continuing the loot system changes will include the rebirth of the Junk Dealer. As part of this change, Junk Dealers will have more robust conversations, be willing to buy all different types of NPC loot drops and become a new source of income for players. Players will now be able to go adventuring, collect the various loot drops from NPC's, adventures and dungeons and take it to a Junk Dealer to sell. Junk Dealers won't buy just any junk either. Different dealers will specialize in different kinds of junk, so players will have to explore and find out which dealer deals in which kind of junk. Be sure to talk to the various Junk Dealers to find out which junk they like the most!

Vertical Item Movement

Another big player request brings the ability to move furniture and household items up and down. Players in all houses can now move items up and down by either using the Radial Menu or the following commands:

    /moveFurniture UP (1-500)
    /moveFurniture DOWN (1-500)

Players will be able to move items vertically in Player Houses, Merchant Tents, Player Association Guild Halls and all player city structures.

Lighting Objects

Players will now have many craftable light sources in the game that will have the true functionality of a light source. Additionally, many new lamp styles have been added to the game and now players can also have candles. Players will be able to purchase architect crafted candles and lamps that act as a light source. The decay rate of the candles and lamps depends on crafting quality. Candles will have a lifespan between 7 and 21 days, lamps between 21 and 42 days

Camp Restrictions Removed

1. After Publish 7, players will no longer be required to be in camps to pull out Vehicles, Mounts, Droids or Pets and can pull them out wherever they are, eliminating the player inconveniences of having to find rural areas far from cities, lairs and other no-build zones in order to build a camp. The basic rules of calling Vehicles, Mounts, Droids or Pets are:

2. There is a 15 second delay after you call for a vehicle/mount/pet/droid before it will generate.
3. If combat occurs during that 15 second period, it will stop the call from completing.
4. A player will not be able to call a vehicle/mount/pet/droid during combat for 30 seconds after combat is concluded.
5. A player will not be able to call a mount/pet/droid while mounted or on a vehicle.
6. Camps have retained their original vehicle/mount/pet/droid calling abilities so that either method can be used by players.

Player City Garages

Architects will be able to craft Player City Garages that Politicians can place in their cities. This new craftable structure will require a Player City to be at least level 2. Now players will be able to repair their vehicles in many more locations. Mayors can also place a service fee on using their player garages. You must be within 64m to use a garage. You can not place multiple garages within 200m of another.

Sliced Weapon Tag

With the Empire cracking down on sliced weapons and armor, publish 7 brings the ability for players to be able to view sliced armor and weapons to find out which items have been sliced.

GCW Changes

1. Adding repetitive defenses: After the first defense/turret is attacked and destroyed no new defenses can be added to the base for 1 hour during the vulnerability period.
2. Enemies cannot enter HQs until all turrets are destroyed: Players attacking a faction HQ are by-passing the HQ's defenses by simply running past them and entering the building to initiate shut-down sequence on the base. This makes turrets ineffective in guarding bases since they only get a few shots in before an enemy enters the HQ. This solution changes things, making it so that when bases have defensive turrets placed the HQ cannot be entered until after all turrets have been destroyed. This should make attacking a factional HQ a bit more challenging while also making defending of such a structure easier.
3. Fixed maintenance on HQs: Maintenance will function correctly on Faction HQ's
4. Flame DoT removal items: Flamethrowers have the ability to inflict fire DoT's and currently, the only way to remove that DoT in PvP is to submerse a player avatar in a static body of water. To give players an alternative method that can be used in all battles, Doctor's can now craft Fire Blankets. Fire Blankets will give Doctors the ability to extinguish flame with a

/extinguishflame command that will enable the use of the fire blanket. To balance out the Fire Blanket, using the blanket drains the 'mind' of the doctor.

5. Status Effect Changes: The ability to effect the status of inanimate objects has been removed. Players will no longer be able to effect AT-STs, player vehicles, droids and turrets by the special effects of Stun, Dizzy, Blind, Warcry and wookiee roar. Additionally, biological DoT's (poison and disease) will no longer effect vehicles, droids or turrets and finally, AT-ST's and players vehicles will be immune to all posture changes.

6. Turret Target Locks: When attacking a turret players sometimes use an exploit that will involve sending one of their members into range or one of their pets into range. Then they will begin an attack causing the turret to attack them back. After the turret has aggroed the player, the player/pet will then move to a position over 80m away which is outside the turrets range. The turret will remain engaged with this target even though it is not attacking back because it is out of range. Attacking team members will then move in and kill the turret free of any danger. Now turrets will disengage from these types of out-of-range targets that are out of its 80m range and find a better, more aggressive target. Turrets should no longer get locked onto pets / Turrets stop attacking and get new target if current target moves out of range.

7. Vulnerability Times: Vulnerability times on HQs should no longer erratically fluctuate, allowing players to more effectively plan base defenses. Players can now choose the base vulnerability times. By using the base terminal, base admins can bring up a menu option for resetting their vulnerability times. This may be done once every two weeks; the first choice is free to select a time. From then on out, the choice works by choosing the radial menu option, 'Reset Vulnerability'. In other words, the moment you click the 'button' is the time the vulnerability time is set at.

8. Zero HP Turrets: Turrets attached to Factional Headquarters had a chance that when they reached zero, they would remain in the world and continue to attack players. Turrets at 0/0 will now deactivate and be removed from the world.

Bestine Quest Enhancements: The politician, Victor, has a series of new quests for players to experience as part of the Bestine political intrigue saga. When Victor is in power, help him find out what is so dangerous in the desert!

New Mounts: Players have new mounts available in Publish 7: Bantha and Cu Pa

Publish Notes Itemized List

Armor

1. Fixed the rancor padded armor segments so that they work with padded armor.

Art

1. Fixed to Wookiee male and human/Zabrak waist, trandoshan neck blendshapes
2. Fixed issue with Twilek male hats that caused a white skull cap
3. Fixed shadow streamer on Geonosian skirts
4. Added sound event triggers to Acklay animations
5. Fixed back-facing polygons on Geonosian skirts

Avatar

1. Changed /unstick to look for a nearby interior location to move you to. If it can't find a safe one it uses the /eject command.
2. Made some back end code changes to the way /unstick works in interiors.
3. Fixed issue with some polygons on twilek and human faces incorrectly lighting

Bazaar / Vendor

1. Fixed problem where retrieving items from the bazaar sometimes results in the deletion of the item if your inventory is full

Client Stability Enhancements

1. Improve rendering performance on FFP cards such as Geforce1 and 2.
2. Character rendering: fixed a bug that could crash the client when specific wearables are worn (e.g. Ubese armor on characters that are not Human males).
3. Fixed a client crasher when ranged combat animations are used.

Combat

1. Fixed targeted pool bleeds to do their initial damage to the correct pool instead of random.
2. Added a cap to defensive skill mods (block, dodge & counterattack) to prevent near invulnerable defenders. (Correspondent Issue)
3. Fixed inverted ToHit modifiers. (Melees now get correct ToHit bonus when attacked targets with ranged weapons, Food Accuracy & Dodge Buffs now work correctly, Dead Eye buff now works correctly)
4. Made droids, vehicles and turrets immune to dizzy, blind and stun.
5. Made droids, vehicles and turrets immune to wookiee roar, intimidate and warcry.
6. Made droids, vehicles and turrets immune to poison and disease.
7. Added a fire blanket doctors can use to remove fire DoT's from a player. (Correspondent Issue)
8. Medical enhancements can now be replaced if the new one is of equal or greater strength. As a result there is no longer a need to wait out a previous enhancement in order to replace it with something better. (Correspondent Issue)

9. Removed the random factor in medical enhancements.
10. Fixed the Knockdown effect with /chargeshot2
11. DoT stacking from combat specials has been changed so that each player attacking a target can only have one fire dot, one health bleed, one action bleed and one mind bleed.

Community

1. Fixed client side friend list group/comment fields losing information when logging in different characters.

Crafting

1. Objects manufactured in another player's station will have their creator as the manufacturing schematic's creator, not the station's owner.
2. A manufacturing schematic whose source draft schematic has been deleted will not crash the game. The schematic's owner will receive an email informing him/her that the schematic is no longer useable.
3. Reducing the rate at which critical failures for assembly and experimentation occur as assembly skill and experimentation skill go up respectively. Master craftspeople should now critically fail less often than novices. (Correspondent Issue)
4. Adjusted experimentation so that the overall quality of resources will play a larger role in how much or how little someone could experiment with an item's attributes. Currently a less skilled crafter could experiment on an item just as well as a master crafter using poor resources. This will help give master crafters more of an advantage over their less skilled counterparts in this area. (Correspondent Issue)
5. Fixed factory crates containing scatter pistols, launcher pistols or fwg5 pistols so that the pistols can be removed from crates.
6. Allowing color customization when crafting Chef's Apron
7. When crafting a Crafter's Apron, you will no longer be able to choose a shirt appearance

Death and Decay

1. Changed /activateClone to only work while dead.

GCW

1. Players will no longer be able to access a base terminal if they are dead or incapacitated.
2. Made it so that players of opposite faction cannot enter a factional HQ if that base has turrets active. Players must destroy the turrets in order to enter the HQ.
3. HQ's: Fixed maintenance cycle on HQs.
4. HQ's: Fixed an 80m bug with turrets. If a turrets target moves outside of the 80m range the turret will disenage from trying to fight that target.
5. Fixed rebel tactical ctr so that turrets no longer spawn inside walls

6. Turrets: Stopped turrets from death blowing pets
7. Turrets: Fixed a problem where turrets would continue to target and attack an object that was no longer in range.
8. HQ's: Fixed a problem with the object terminal spawning in middle of hallway in outpost.
9. HQ's: Stabilized the HQ vulnerability times. Times should never flux by more then 1 hour + or -.
10. HQ's: Added in a vulnerability reset option. Players will be able to reset their HQ timers every 2 weeks to whatever the current time is when this option is selected.
11. Players who attempt to shutdown a facility right after declaring will receive a message stating they must wait a given amount of time before attempting a base shut down.

Grouping

1. Players will now receive a system message when a group member loots an item from a corpse. (Correspondent Issue)

GUI

1. Sliced armor and weapons: Armor and weapons that have been altered by a smuggler will have a "identifier tag" in its examine window description. (Correspondent Issue)
2. Many text changes and fixes to Loading Screens
3. Mission browser is no longer able to be left open across the planet.

Holocron / Knowledge Base

1. To report a player harassment, use the "Report A Harassment" button found in the Holocron window. This harassment report requires you enter the offending player's first name and appends recent chat logs to the report for review by a CSR.
2. Holocron (Ctrl-H): Added a section on houses.
3. Updated knowledge base with player garages
4. Our Knowledge Base has recently been updated with helpful information. You must perform a Knowledge Base search before submitting a Customer Service ticket.

NPCs

1. Improved combat animation sequences for whiphids, Boss Nass and Ewoks
2. AI enhancement: Prevent NPCs from getting stuck when trying to avoid other NPCs while moving through doorways.

Pets

1. Added additional checks for invalid pets. Invalid pets (stats out of acceptable range, incorrect level for stats, etc) will not be able to called from the Datapad.
2. Fixed Factional pets to be able to attack Covert targets and turrets.

3. Pets lower than level 10 will now grow correctly and be called at the correct level.

Player Cities

1. Fixed bug that prevented player Shuttle Port from being re-deeded

Player Structures

1. Housing and movement: Furniture and objects can now be moved up and down inside houses and player structures. "Up" and "Down" have also been added to the object movement radial menus. (Correspondent Issue)
2. Housing and movement distances have been increased to 1-500
3. Players not on a building's admin list cannot open containers in the building anymore.
4. Player Garages: Garages in a registered city should now appear on a /find command.
5. Player Garages: Mayors can now place a service fee on using their player garages.
6. Player Garages: Cityban will prevent a player from using a city garage.
7. Player Garages: You can not place multiple garages within 200m of another.
8. Player Garages: You must be within 64m to use a garage.

Professions: Architect

1. Adjusted draft schematics for the mid and master level armoire to produce the correct item.
2. New lights: Made it so that lamps and candles can be experimented on to increase lifespan.

Professions: Bounty Hunter

1. Fixed a calculation error that master bounty hunters to gain very little benefit from their droid tracking speed modifiers and novice bounty hunters to gain too much. (Correspondent Issue)
2. Gave bounty hunter droids the ability to track down Jedi. (Correspondent Issue)
3. Fixed some typos in Jedi bounty hunter descriptions.
4. Fixed it so that if a Bounty Hunter with a Jedi bounty mission is incapacitated by a target Jedi, the Jedi looses his bounty hunter enemy flag.

Professions: Brawler

Warcry 1&2: Changed the warcry status effect to break when the target takes damage and using the warcry ability will not change your combat target. (Correspondent Issue)

Professions: Carbineer

1. Changed dizzy effect on

2. /fullAutoSingle1, /fullAutoSingle2, /fullAuroArea1 & /fullAutoArea2 to last 20 seconds (Correspondent Issue)

3. Changed /burstShot2 from single target to AE cone attack (Correspondent Issue)

4. Changed /actionShot2 to cause bleeds to all targets in AE cone. (Correspondent Issue)

5. Moved Nym Slugthrower certification to Novice Carbineer.

Professions: Chef

1. Spices that reduce your attributes will not incapacitate you.
2. Removed the pet-only requirement from Vercupti.
3. Food attribute modifiers should clear upon player death as originally intended.

Professions: Commando

1. Changed particle animation on the Heavy Acid Rifle. (Correspondent Issue)
2. Fixed a problem where some of the speed and accuracy modifiers for the Heavy Acid Rifle were not being applied (Correspondent Issue)
3. Adjusted Commando skill titles to be appropriate for the skill line.

Professions: Creature Handler

1. Fixed CHs being able to tame a Bio Engineered pet higher level than they can control
2. Fixed Non Creature Handlers from being able to call a non-aggressive Bio Engineered pet of any level.
3. Added system messages for when you toggle your pet's ranged attack mode on or off

Profession Combat / Medic Doctor / Medic

1. Medicines: Fixed a problem with the power of cure dot medicines not being displayed.
2. **Professions: Droid Engineer**
3. Added droid wound and damage repair kits. (Correspondent Issue)
4. Droid Battery consumption rate halved. (enabling them to last twice as long) (Correspondent Issue)
5. Droids will no longer be susceptible to poisons, bleeds, /warcry or /intimidate. (Correspondent Issue)
6. Combat Droids will have all the fighting functionality of a regular combat-capable creature (CL10)
7. Fixed the sound effect for the heavy melee attack using an r2 unit.
8. The advanced binary load lifter now has 3 module slots available to it instead of just one.
9. Fixed a 0% crafting attribute bug.
10. Fixed bug where LE Repair Droid's left arm animated incorrectly

11. Tweaked droid crafting formulas for the min and max range of a crafted droids HAM and damage stats
12. Repair modules should now work in the power droid
13. "Conversing" Droids can now be repair droids if they have a repair module in them.

Professions: Fencer

1. Fixed dodge animations in 1 handed sword actions to not play during locomotion (Correspondent Issue)

Professions: Jedi

1. Jedi will no longer lose pre-crafted or dropped loot components when a critical fail occurs while crafting a lightsaber. (Correspondent Issue)
2. Saber Repair - Weapon repair kits can no longer fail and outright destroy sabers. Sabers can still slowly decay to uselessness after multiple repairs.
3. Added safeties for jedi so they cannot be turned overt by scans

Professions: Pistoleer

1. Moved Republic Blaster certification to Novice Pistoleer.

Professions: Politician

1. Mayors of player cities should now be able to remove citizens from the city militia even if they are offline or far away.
2. Added craftable player garages for architect. (Correspondent Issue)
3. Added ability for politicians to place player garages in cities. (Correspondent Issue)
4. Changed e-mail that a mayor receives when a citizen goes inactive to reference the six week inactive period instead of a two week inactive period. (Correspondent Issue)

Professions: Rifleman

1. Made vehicles, droids and turrets immune to the delay effect of strafe shot. (Correspondent Issue)

Professions: Scout / Ranger

1. Scout/Ranger: Fixed Tamable information when examining a creature to show as tamable if it is ever possible for a baby to be spawned.
2. Fixed Level display when Ranger/Scout examines a crafted pet.

Professions: Smuggler

1. Made droids, vehicles and turrets immune to the delay effect of panic shot.
2. Changed panic shot to not switch your combat target.

3. The delay effect of panic shot will break on damage to the target.
4. Fixed broken old spices
5. Spices that reduce your attributes will not incapacitate you.

Server Stability Enhancements

1. Fixed a bug where a player getting disconnected during interplanetary travel can make it impossible for the player to log back into the game for up to a day.
2. Fixed a bug that could cause players logging into an interior to become ghosted if the interior was near a server boundary.
3. Fixed a "ghosting" bug.
4. Fixed possible loss of player data that occurs while player is logged out and logs back in fairly soon thereafter.
5. Fixed a bug where there was an intermittent loss of /tip that occurs.

Theme Parks / Missions / Quests

1. Fix to Lady Valarian missions from "Ind". He now gives negative Jabba faction on his second mission.
2. Added some more NPC's to one of the Lady Valarian missions.
3. Adding in mission failure and notification if your Rebel Theme Park delivery, retrieve, or smuggle mission contact dies before the mission is complete
4. Added badge to the Library trivia game

Vehicles / Mounts

1. Added new mounts: Bantha and Cu Pa

World

1. Removed the requirement for camps to call a pet (faction, creature, droid), mount or vehicle. There is a 15 second delay after calling your pet, mount or vehicle before it will appear. If combat occurs during that 15 second period, it will stop the call from completing. There is a 30 second delay after combat where you will not be able to call a pet, mount or vehicle. Players will not be able to call a pet, mount, or vehicle while riding a vehicle or mount.
2. Night lighting adjusted on Talus and Dathomir.
3. Door visuals: The player now keeps a door open when within range of the door but not moving.
4. Door/camera interaction: The camera now maintains its distance behind a player when walking through a doorway when the camera has line of sight to the player.
5. Increased scan chances for standard Stormtrooper patrols,

6. Fixed bug where deleting a user-made waypoint would also delete any static quest mission waypoints
7. Many fixes and improvements to shellfish harvesting

Update Notes: 23 March 04

>> **Publish 7**

1. HAM: Personal HAM bar now reflects increased (buffed) maximum attributes.
2. Missions: Made some optimizations to the mission system to combat lag. Requesting a mission on a planet like Dantooine should be somewhat faster.
3. Turrets: Fixed problems for old turrets not attacking correctly.
4. Turrets: Fixed problems with bases having old turrets not sealing.
5. Player Cities: Corrected a bug that was causing incorrect nearby player structures to be deleted when attempting to destroy a player city garden.
6. Quests: The two "force" quests at the Jedi temple ruins on Dantooine can no longer be taken by players who are already Jedi.
7. Bestine Politician Event: Players will now get the option to ask for their reward when the candidate they voted for was in office.
8. Creature Handler: Ranged Attack training now works on BE created pets with ranged attacks.
9. Dancer/Musician: Performance buffs now add buff amount to current value instead of just setting the maximum value.
10. Doctor: Fixed the use command on the Fire Blanket.
11. Doctor: Fire Blanket now usable from the hotkey bar.
12. Pets: PCD will display damage and other combat stats for pets.
13. Treasure Map: Fixed a problem where all treasure maps were falsely stating that it was a fake when you tried to use them. Some treasure maps should now work when they are used.
14. Vendors/Bazaar: The purchasing of a container now displays a warning message about the name of the container not reflecting the contents of the container.
15. Misc: Fixed some text errors on the Junk Dealer and Underworld Smuggler loading screens.

Update Notes: 30 March 04

>> **Publish 7**

1. Wookiees: Added Kashyyykian Ceremonial Armor.
2. Entertainers: Added additional check to make NPCs stop their entertained mood when player stops performing.
3. Furniture Movement: Improved the functionality of /movefurniture.
4. GCW: Added a feign death check for the Power Regulator, Security, Override, and Uplink terminals in the HQs.
5. GCW: Players can no longer access faction base terminals if they are feigned death.
6. Imperial Shakedown: Added functionality so that Jedi don't get turned overt when being scanned.
7. Items: Added some checks to prevent cases where items would go missing in houses occasionally until the next server restart.
8. Missions: Changed the mission terminal UI so that you can no longer open it from anywhere on the planet.
9. Rifleman: Added certification to use Berserker Rifle at Rifleman - Abilities 3
10. Weapon Certifications: Fixed several weapon certification typos.
11. Misc: Added "Current Announcement" functionality to the first loading screen.

Update Notes: 31 March 04

>> **Publish 7**

1. Missions: All mission terminals should now allow players to accept missions from them.

Update Notes: 1 April 04

>> **Publish 7**

1. Misc: Implemented Krayt dragon mini-invasion at several starports.
2. Player Cities: Temporarily removed the inactive citizen check for player cities.

Update Notes: 2 April 04

>> **Publish 7**

1. Misc: Removed april fools Krayt mini-invasion (10% scale)event from starports.

Update Notes: 8 April 04

>> **Publish 7**

1. Exploit fix: AI will now avoid structures such as harvesters and large rock formations when trying to close in on a target in combat.
2. Exploit fix: Spamming special attacks while out of combat range will no longer cause multiple attacks to go off when combat range is entered.

Update Notes: 13 April 04

>> **Publish 7**

The Corellian Corvette adventures are now open! Players can now play through nine possible quests to gain access to SWG's space-themed adventure. This instanced dungeon can be played with you and your friends alone! Battle your way through the pristine white hallways of ships like the Rebel blockade runner from Star Wars: A New Hope!

Imperial officers, Rebel commandos and CorSec officers collide as different factions try to seize control of the ships to complete their missions while players act as the focal point of these quests. Super battle droids, Nova-class Stormtroopers and dangerous challenges stand in between you and victory! For more information on how to get involved with this adventure, see our [official web site.]

Update Notes: 15 April 04

>> **Publish 7**

1. Improved Client Stability
2. Added logs for dev to track cases where players stop receiving XP