fixed with 1.05
Posted by Jephrey - 21 Mar 2011 08:24

Please disregard earlier question about crashing, which I posted in the wrong forum. I upgraded to 1.05, and the problem has vanished. thanks again!

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Re: fixed with 1.05
Posted by Seppuccu - 22 Mar 2011 05:13

Excellent, but do upgrade all the way to 1.05A (or even better, 1.05B) to get rid of even more bugs and to enjoy additonal goodies.

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Re: fixed with 1.05
Posted by Jephrey - 22 Mar 2011 14:46

Thanks, Seppuccu. Is there a change log for 105b?

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Re: fixed with 1.05
Posted by Seppuccu - 22 Mar 2011 18:58

There was one in the old forums, but it was lost...like everything else. KGB might have everything listed somewhere, but here's what I can remember from the top of my head:

* Ctrl+click to select just one unit from a stack.

* Ctrl+right click to select whole stack.

* Fixed the bug that made the game freeze when the AI tries to rebuild a city when it doesn't have enough money.

* Fixed the bug when summoned mounts won't make the hero fly.

* Clicking a hero in the units menu chooses the hero's stack and centers the map on it.

* Hellbore is now an evil unit.

I'm quite sure there's more to it, though.

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Re: fixed with 1.05

Posted by Turtle - 09 Apr 2011 22:32

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1.05a:

Warlords,

I have uploaded the 1.05A patch here:

www.warlorders.com/downloads/Warlords4-1.05A.zip

It contains fixes for the following bugs reported by players:

1) Elfslayer properly replaces Dwarfslayer on the Elfguard.

2) The upgrade cost to an Inn now properly reports as 1000 gold (instead of 2000).

3) Right clicking on a skill in the unit upgrade window brings up the correct Help Content.

4) Retinue/Mercs/Heroes now added to the 'next unit' cycle.

5) Reports menu properly displays totals for human side as dead players are removed.

6) Update the retinue items on View Warlord Menu after Shatter has been cast.

7) Add +2 life bonus to siege units when attacking a city.

Added the Amthor Warlord for the Amthor campaign to the Warlords directory.

9) Fix bug in MP where AI units sometimes gain 100 or more levels when attacking remote players.

10) Fix bug in MP where remote players units sometimes appear as phantom stacks after AI captures and razes a city.

Note: This is just an executable update plus the Warlord for the Amthor campaign.

In future when reporting bugs please state whether you are using the 1.05 or 1.05A version.

KGB

1.05b:

Warlords,

In the interest of getting some parts of a 1.06 patch done I've decided to release a few options as a 1.05B patch.

These options are mostly going to be bug fixes and user interface changes that can benefit all users now while waiting for 1.06. What it won't contain is major changes that would invalidate existing saved games or that would cause me to have to release more than just an executable file. I will periodically update this patch with new stuff and bug fixes as they are done so check this thread often.

I have uploaded the 1.05B patch here:

www.warlorders.com/downloads/Warlords4_Patch_105B.zip

The patch currently contains the following fixes/features:

1) Fix bug that caused the game to hang if the AI tried to rebuild a city and didn't have enough gold (reported a while back and custom fixed for players who reported it).

2) Left clicking on a Hero or Unit in the Hero's menu or Top 10 Units menu now automatically selects the stack that contains that unit.

3) CTRL+Left click on a unit in the stack menu deselects all units in the stack. CRTL+ Right click on a unit in the stack menu automatically selects all units in the stack.

4) A new option of Fog of War/Hidden Map/Hidden Races was added for random maps. This option hides all the races on the side selection screen and guarantees all sides have a unique race. It won't allow changing the race for any side. To see the actual race for your side you must select a warlord. This option is primarily for MP games to prevent players from seeing what race the other players have when creating warlords with the editor.

Update on 15-Mar-10

5) CTRL+Left click on a unit in the city menu deselects all units in the stack. CRTL+ Right click on a unit in the city menu automatically selects all units in the stack.

6) Support for unlimited Warlord portraits added which makes 2 new portraits created by SIL available. Users can add new portraits to the portrait menu and follow the current naming scheme. The game automatically uses the new portraits for AI warlords and the portraits can be chosen in the Warlord creation menu. User portraits won't be viewable in MP mode unless all players have the portraits on their machine! If Warlords would like to contribute new portraits these could be included in the 1.06 release. This feature introduces a small delay at start time while the game figures out the total number of portraits so if someone were to adds hundreds it could slow the initial load screen down.

Update on 09-May-10

7) Marked Trebuchet as a Good unit instead of a Neutral one.

Fixed a bug related to the Hero Mount spell. This bug will invalidate ALL saved games prior to this. So before installing this version either delete all old saves or finish games in progress.

Update on 16-Jun-10

9) Fixed crash that happened at the end of the game when the AI was allied with you and it conquered the last enemy capitol. This crash *could* also happen if several AI's were allied against you and one of them conquered your capitol and there were no other enemy sides remaining.

Note: This is just an executable update.

In future when reporting bugs please state whether you are using the 1.05B patch or not.

KGB

Note that the old links above don't work anymore because the files were put at a different location after the site crash. You can instead get the files by going to www.warlorders.com and navigating to downloads/Warlords4.

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Re: fixed with 1.05
Posted by KGB - 10 Apr 2011 01:14

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Turtle,

Thanks for posting these. I thought it was lost for good and was trying to remember all I did.

KGB

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