

Changelog

Aeternum (2025-10-10)

Note that old campaigns might not work correctly with the re-balanced resource system and bonuses for resources for coastal hexes.

AI

Updated how the AI calculate the value of a hex when considering settling it. Also updated some of the variables used in the calculation: decreased the value of their favourite terrain and added a new factor for coastal hexes that increase their value. This means that the AI will be more likely to settle at coastal hexes or hexes neighbouring a coastal hex. Also, decreased the risk that the AI will settle at the border of the map or very close to a Mevaro or Necromancer site.

New features

Added 9 new event conditions and 2 new event effects.

Added the following new events: Wealthy merchant, Devastating fire. Example screenshots removed to not spoil their effect.

Implemented the new army garrison project that can be used to make an army invisible to the idle army button, i.e. when an army shall stay put for a longer period. It is still visible to the next army button. Maximum organization value while executing this project is 100.



Balance updates

Increased the trigger chance for the 4 events that increases xp for generals and governors.

Decreased the new farm distance limit from 7 to 6 hexes for the Golcanda Outreach, Cliriq and Xian Shaa factions. These factions are very populous, and they can now build their cities closer to each other compared to the other factions. The limit for Umbral Court is still 5.

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Decreased the overall manpower, horses and leather output of most terrain types. Compensated by giving extra resource output of manpower, horses and leather for coastal hexes. This is a major re-balancing of the resource system. Please let me know if you believe that it needs to be adjusted further!

Increased the movement points that is needed to enter and leave all terrain types with 10-20 %. Did the same for movement of embarked armies on water hexes.

Fixes

Renamed the Emperor version to “**Imperium: Aeternum Emperor**” and the Warrior version to “**Imperium: Aeternum Wars**”. The franchise name will be “**Imperium Sine Fine**”. The version name for Warrior has been changed to “**Warlord**”.

Updated the main background image, the title image and the app icon for both the Aeternum Emperor and the Aeternum Wars versions.

Fixed error in method `getSelectfactionView` when data object hasn't been initialised yet.

Fixed error in method `getMaximumWorkshops` when empire object is null.

Fixed error in `getReinforcePriorityBitmap` when empire object is null. Now defaults to the priority infantry bitmap.

Fixed error in `DrawThread` when trying to lock the holder but the holder is null.

Fixed error in `initializeArmyLayout` when preparing leader skill section but the data object is null.

Fixed error in `isCoordinatePossibleToEnter` when there is no world object.

Fixed error in settlement constructor when trying to add location ownership to a location that don't exist, which makes you wonder how a settlement was built there in the first place.

Fixed ANR in method `buildFarmCheck`. Now creates shallow copies of empire list and assets list and use them in the loops. Very nice fix if I'm allowed to say so. Need to implement this at other places as well.

Moved resource names from `GeneralMethods` to strings and translated them. These strings are used for the drop-down menu in settlements for expansion focus.

Moved all relation value strings from `DiplomacyMethods` to strings to make it possible to translate them. Translated then to Spanish, Portuguese (BR), Russian and Indonesian.

Made improvements to method `updateArmyLayout`. Now a local copy of the army object is created which removes the need to have the whole method synchronized (locked and unavailable to other threads, forcing them to wait until it unlocks). Now the army object only needs to be synchronized while it's copied. Should decrease the time the main thread is locked while updating the layout.

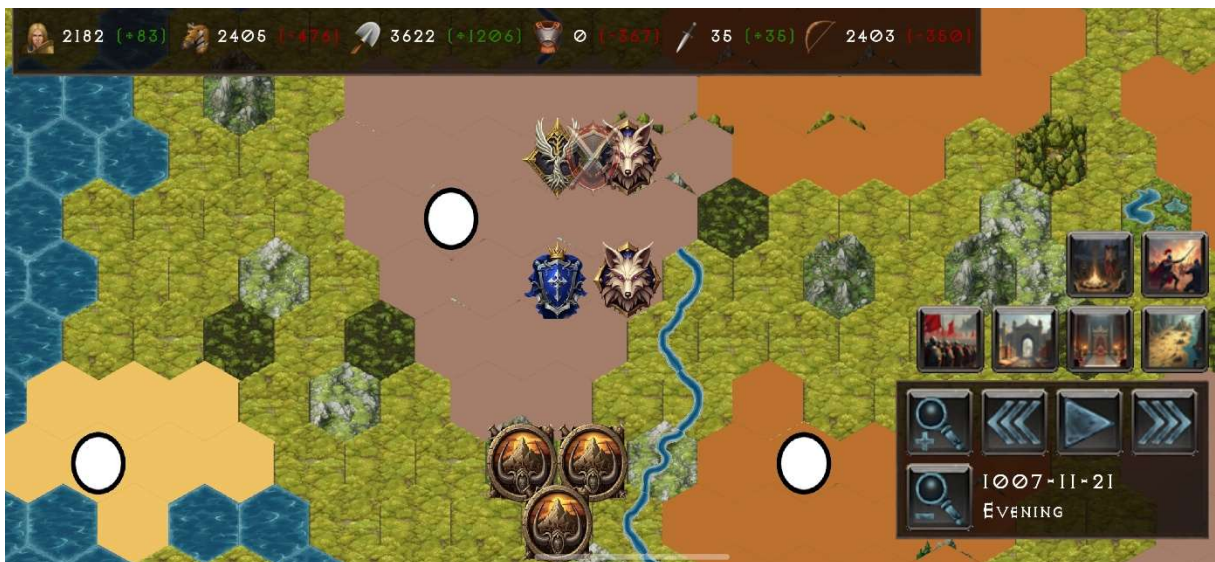
Made improvements to method `updateSettlementLayout`. Now a local copy of the settlement object is created which removes the need to have the whole method synchronized. Now the settlement object only needs to be synchronized while it's copied. Should decrease the time the main thread is locked while updating the layout. Also started the work to fasten the update of this layout by storing

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references to all layout object as finding them during runtime is heavy for the main thread (was done for the army layout in a previous update).

Updated code in MapView for drawing objects and use a local copy of the army and settlement object instead of the previous copy object called MapViewArmy and MapViewSettlement (these classes have been deleted).

Updated the Political map mode so that the faction badge is used to show armies for all zoom levels. This is to make it possible to see who armies belong to and separate armies and outposts.



Editor (yes, this is a teaser for what is coming)

Added a menu layout with the possibility to export and import maps from the external app storage.



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Added a new layout for positioning assets for the different factions. What remains now is the actual code to add and remove the settlements.



Other

Added a new json-file for settlement events.

Added new icon for army project Garrison. Updated data_projects.csv with the new garrison project.

Removed Delzoun Hegemony as a “free” faction in the Aeternum Wars version. To play Dwarves you now need premium access or purchasing Aeternum Emperor.

Added new coast variable in Location object to keep track if the location is a coastal location or not. After a map has been created, or imported, it updates this variable for all hexes. This fastens the processing speed as it don't need to check the neighbouring hexes each time it needs the data.