

Changelog

Brunda (2025-09-11)

AI

None

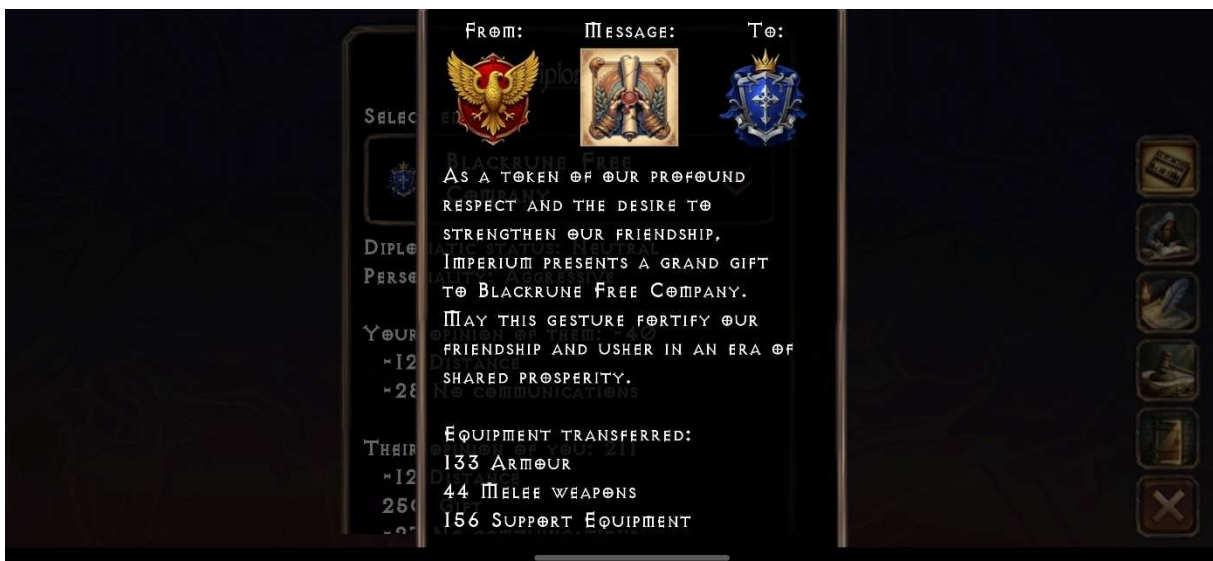
New features

Implemented effects of leader trait Architect and Corrupt which affect the time it takes for cities to build workshops and city walls, and armies to construct all types of outposts excl. farms.

Implemented effects of leader trait Logistics master that halves the negative effect on resource collection from the logistics skill in cities and halves the equipment wear in armies.

Made a total overhaul of the empire views. When pressing the empire button, a new activity is opened which allows the player to handle all empire issues. Also removed all old empire code from the GameActivity and its layout.





Completed the re-skin of the Emperor version. 😊

Valid for Imperium: Aeternum – Brunda update

Balance updates

None

Fixes

Fixed concurrent modification error when multiple threads need to access array troop order in reinforceArmies at the same time.

Fixed typo in the report when a general has completed his preparation for training in the capital.

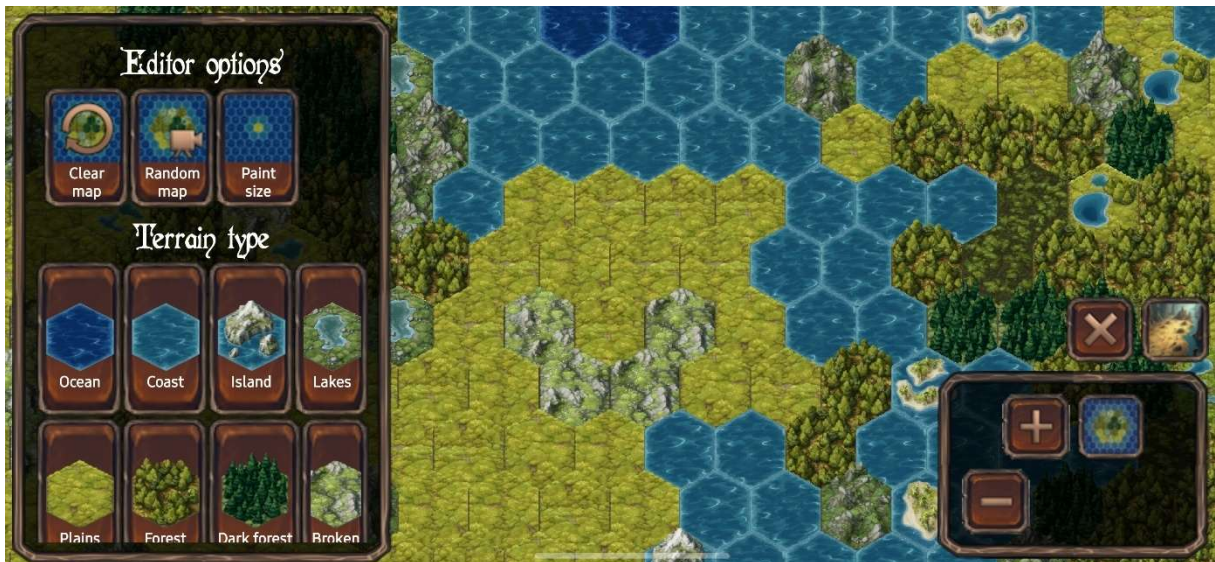
Attempted to, once and for all, fix the concurrent modification issue when autosaving the game, This is done by pausing both the gameThread and drawThread while autosaving the game.

Fixed concurrent modification issue in AI method mainArmy.

Fixed bug in map method isLandInSight when the map doesn't exist for some strange reason.

Editor

Added functionality for clearing the map and for creating a random map.



Other

Added checks when updating the army and settlement layouts that the activeAsset is of the correct type.