

# Changelog

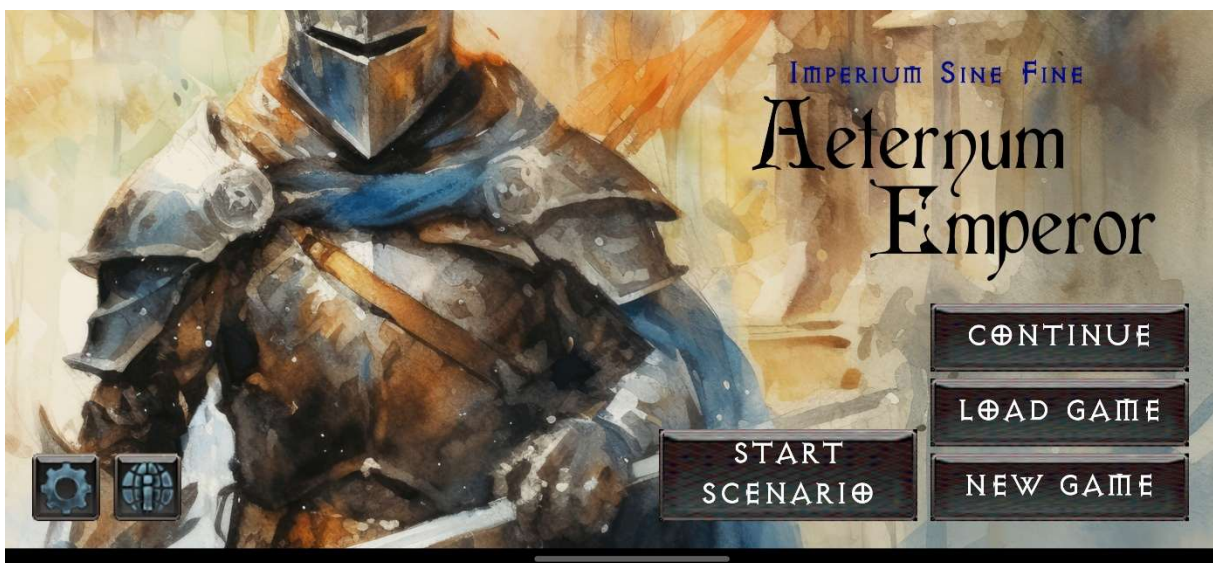
Lanira (2025-10-18)

## AI

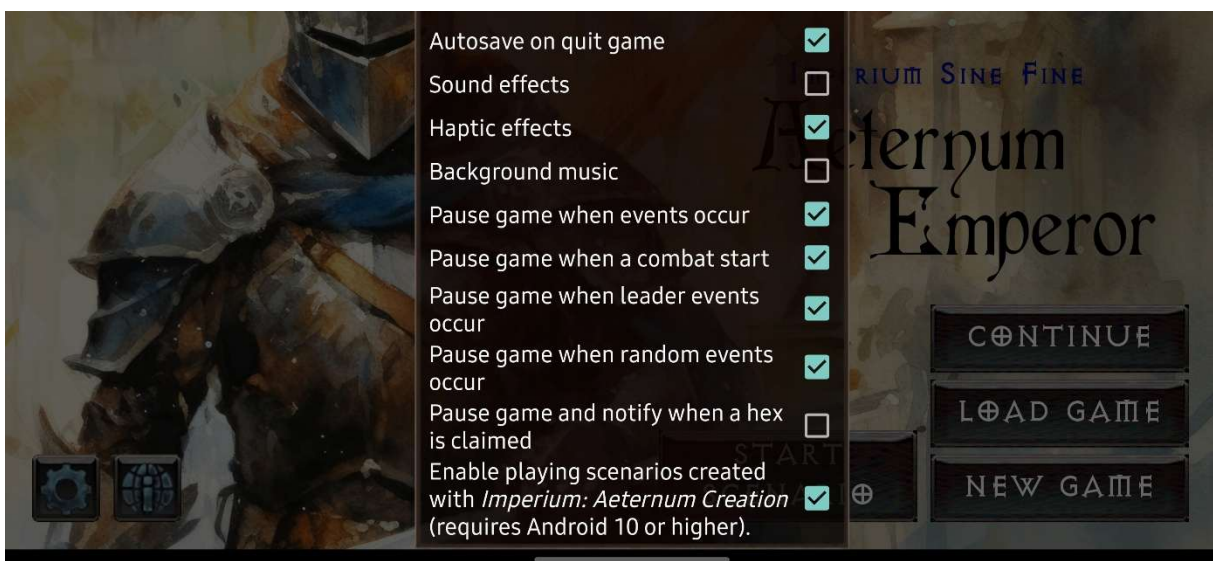
None

## New features

Added a button to start games from scenarios made with **Imperium: Aeternum Creation**. When pressing the button, the file selector will open in the documents folder. Only “.map”-files will be possible to select. The scenario will be loaded a new screen will open for selecting faction and other game options. This feature is still in beta testing!



Added new option to enable the start scenario button on the main screen. This option is only available for players with Imperium: Aeternum Emperor and with devices with Android 10 or higher.



Valid for Imperium Sine Fine – Lanira update

Added two new event triggers and 6 new event effects.

## Balance updates

Decreased the trigger chance for governor/general events that causes sickness/accidents with 10 %.

## Fixes

To decrease the amount of ANR from, especially, the buildFarmCheck but also other methods I made a specific synchronisation lock for the list of empires in World and the list of assets in Empire. Their get methods now creates a synchronised and thread safe copy and returns it.

Added one more check to see if the game is initialised before allowing to continue from the main screen. I really wonder how players can start up the map screen in less than 1 second from launching the game.

Fixed crash in getReinforcePriorityText when the empire object doesn't exist.

Fixed crash in getMoveTime when the map doesn't exist. Now it returns 100 when that happen. No map = tough going for your armies...

Fixed crash when drawing map events in drawObjects and the world object doesn't exists.

Fixed crash in updatePlayerReports when the world object doesn't exists.

Fixed concurrent modification crash when creating a copy of a settlement. Added this fix in the copy method for armies as well.

Fixed crash in exerciseAllowed when the empire object doesn't exist.

Fixed crash in isAtWar when the empire object doesn't exist.

## Editor

Fixed bug when opening editorAssetPlacerLayout due to the initial faction id not being set.

Increased minimum distance between cities and capitals to 3 hexes.

Added button in menu to save scenario in the internal app storage and a button to export the ".map"-file to Documents/Imperium for easy access to player and Imperium: Aeternum Emperor.



Fixed the code for adding capitals, cities, Mevaro villages and Necromancer castles to the map.

Valid for Imperium Sine Fine – Lanira update

Changed the minSDKVersion for the Editor to 29, which corresponds to Android 10, before it was SDK26 which is Android 8.

## Other

Removed and updated all deprecated calls to `onBackPressed` and changed them to `onBackPressedDispatchers`. The old `onBackPressed` stopped working when I updated to One UI 8.0.

Added a method in `AppLayoutMemory` that returns true if it's the Emperor version and the device has Android SDK 29 or higher (Android version 10). This method will be used to decide whether the start scenario button will be shown or not.