

Changelog

Silura 2.7.1 (2026-02-08)

AI

None

New features

When creating a new game, or loading a save game from before this update, all empires now gain a faction specific empire spirit which controls which special abilities the faction has. Using empire spirits instead of static values in the code makes the code more flexible for managing abilities for factions. The research speed modifier of a faction is now managed by the faction empire spirit for each faction, and not the FactionData as before. The empire spirit can be accessed from the laws section of the empire screen.



Valid for Imperium: Aeternum – Silura update

Implemented the Empire Spirit modifiers ARMY_AV, ARMY_MV, ARMY_ORGANISATION_CHURCHES, ARMY_PROJECT_TIME, ARMY_RV, BUILD_CHURCHES, GES_EQUIPMENT_CAPACITY, GES_HORSES_CAPACITY, GES_MANPOWER_CAPACITY, GROW_FOREST, IMI_GENERATION, LOCAL_EXPANSION_TIME, LOCAL_LOYALTY, LOCAL_PROJECT_TIME, LOCAL_RESOURCE_COLLECTION, LOCAL_RESOURCE_CHURCHES and RESEARCH_SPEED.

New features - Cardolya

Added 5 new human faction troop sets and 5 new faction colours for the political map mode that will be used for the Chronicles of Cardolya version of the game.

Added 7 human empires to data_factions.csv. These are: Cardolya, Perivor, Teife Walde Burg, Crown of Vesperia, Freehold of Lister, Saffron Atoll and Last Port.

Added 10 different province development levels in data_provinceDevelopment. Made it possible in the Cardolya editor to change the province development level.



Balance updates

Since manpower and horses are global resources that are stored in the GES, the amount stored in the GES will now be used in production in cities that don't have enough of these resources to use the full workshop capacity. This don't affect manpower now as manpower is not used for production, but horses are used to produce support equipment.

Decreased the amount of xp an army gain each cycle from combat from 0.5 % to 0.4 %.

Fixes

Fixed bug when a combat in an asset isn't removed even though the combat has ended.

Fixed bug where empire events were checked each cycle instead of only once each day. This does not affect the chances that bug fires, but when they fire it's always in the first cycle of the day.

Fixed crash in Leader updateNewCycle when completing an assassinate heir action but there is no heir in the Imperial Court.

Valid for Imperium: Aeternum – Silura update

Fixed crash in AI updateNewCycle when the world object doesn't exist.

Fixed crash in moveSupportArmies when the world object doesn't exist.

Fixed crash in isCoordinateValidForMovement when the world object doesn't exist.

Added a default troop type set and army composition set that is used if no faction specific data exists.

Added a synchronization lock for map events in the world object. This should decrease the amount of ANR's and make the code more stable.

Replaced the Golcanda footmen and cavalry icons with new art.



Editor

Corrected the last instances where the old SFXPlayer and vibrator was called instead of the new MediaManager.

Added the centre button to the asset control row of buttons. It will either centre on the active army or city. When no asset or menu is active it will also be shown and then it will centre on the capital of the active empire. If no capital exists it will centre on the largest city.

Added an icon in the upper right corner that show which is the active faction, making it easier to for the player to know which type of assets that can be modified and worked with.



Added a city view, making it possible to change the name of the city, adding and removing garrison troops/city walls/workshops. It's also possible to add and remove terrain controlled by the city.



Valid for Imperium: Aeternum – Silura update

Added an army view, making it possible to change army name and the current number of troops for each troop type. It's also possible to set the experience level, organisation and amount of equipment.



Other

Removed the hard coded applicationId data in the build-specific files. Now I always fetch the correct application id from the application itself making it much easier to handle multiple versions of the apps (for example the base editor and the Cardolya editor).

Created the Chronicles of Cardolya – Creation app. This is a dedicated editor version for building the Chronicles of Cardolya world with its specific data sets.

Added the modifier workshopCapacity to ProvinceDevelopmentData and implemented it in method getWorkshopCapacity. For the Aeternum games this modifier returns 1.0 and don't influence the workshop capacity.

Removed duplicate methods getEmpire and getAssets in GeneralMethods. The ones in EmpireMethods shall be used instead.

Valid for Imperium: Aeternum – Silura update

Updated the gradle file as the priorities were wrong. Now the app version has higher priority than the data set, allowing app specific data to overwrite the default data sets.

Added an Itch build of the Emperor and Creation app versions allowing me to add them to the Itch store.