

# Wolfpack 4.2.22 Server Release

---

*Source:* <http://newsgroups.derkeiler.com/Archive/Rec/rec.games.empire/2005-10/msg00035.html>

---

- *From:* Wolfpack <[wolfpack@xxxxxxxxxxxxxxxxxxxxx](mailto:wolfpack@xxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Thu, 13 Oct 2005 21:18:30 +0200
- 

We are happy to announce that Empire 4.2.22 is now available. You can download it from

<http://sourceforge.net/projects/empserver/>

More information on Empire can be found on our home page

<http://www.wolfpackempire.com>

This release fixes security holes and abusable bugs. Player visible changes include changed rules for assembly points. Deity visible changes include the ability to listen only on a specific interface.

Deities are urged to use this release for new games. Upgrading mid-game is not supported and expected to result in total disaster.

Client writers, take care: the output of version changed slightly. Be advised that the output of country is expected to change in one of the next releases. Deity output will be unchanged. Output for mortals will once again show all countries, most likely like this:

```
Sun Oct 2 17:50:21 2005
# last access time status country name
0 Now logged on DEITY POGO
1 Now logged on Active eins
2 Unknown Broke zwei
3 Unknown Sanctuary drei
4 Unknown Sanctuary vier
5 Unknown In flux fuenf
6 Unknown Visitor visitor
```

Column `last access' is either `Now logged on' (for deities and the player), `Not logged on' (deities), or `Unknown' (other countries). Column `time' is always empty. Column status is `DEITY', `Visitor', `New', `Sanctuary', `Active', `In flux' or `Broke'. The last two don't occur with option HIDDEN.

## Wolfpack 4.2.22 Server Release

### Change log:

Changes to Empire 4.2.22 – Tue Oct 4 07:19:01 UTC 2005

- \* Close loophole in assembly point rules that allowed players to find all unowned sectors. The assembly point must now be owned by you or an ally, or you or an ally must have a ship there.
- \* Don't let embarked land units fire flak.
- \* Fix display of the last connection's host when the host name was not resolved.
- \* Fix change to accept full length representatives (passwords), currently 19 characters. It used to chop off after eight characters.
- \* Non-recon missions no longer establish contact to owners of overflowed sectors, because those mission do not identify the owner. This matches info Hidden.
- \* The following events now establish contact:
  - Catching a spy
  - Sighting a ship when toggle coastwatch is off
  - Spotting overflying planes
  - satellite spotting land units
  - lookout and llookout spotting ships, planes and land units
  - Any relations change
- \* The country command's `temporary' state of disorder ended after just ten years.
- \* Telegram notifications could get lost in exotic circumstances, e.g. while a second client attempted to connect. Abusable.
- \* Remove option SNEAK\_ATTACK.
- \* Fix lboard not to let you board dead land units.
- \* Fix stack smash in bomb, drop, fly, para, reco and sail. Remote hole!
- \* bomb, drop, fly, para, reco and sail now deal with EOF correctly.
- \* Fix fly to let the player abort the command at the last prompt.
- \* Client no longer reads execute scripts in binary mode under Windows.
- \* New econfig key listen\_address.
- \* econfig key port can now be a service name. Service empire no longer takes precedence over econfig.
- \* Client falls back to compiled-in host only if environment doesn't supply one, not if it can't be resolved. Same for port.
- \* Oil derrick could extract slightly more oil than was in the ground.
- \* test command checked start sector for space and some other things instead of end sector.
- \* conv now silently limits conversions to avoid exceeding maximum population.
- \* shoot no longer limits you to 999 victims.
- \* 4.2.19 broke pin bombing commodities on some platforms.
- \* Don't block on output while update is pending. This is required to ensure the update can abort commands.
- \* Commands submitted while the update is waiting for commands to abort now fail.
- \* Change force command to start a scheduling thread, like shutdown.

## Wolfpack 4.2.22 Server Release

- \* Correct grammar and punctuation in output of version.
- \* Option SHIPNAMES is no longer optional.
- \* Fix output of qorder and sorder for ships with sail path.
- \* Don't change capital to agribusiness on retake. From Pat Loney.
- \* bdes prompt for new designation was messed up for empty bmaps.
- \* Client now supports pipes under Windows.
- \* Care for subtle Windows socket incompatibilities.
- \* Fix strength command not to lie about units reacting into mountains.
- \* strength now yields the processor periodically, to keep the game responsive.
- \* Schedule commands more fairly. Previously, a sufficiently fast player could starve out the others.
- \* launch assumed plane maximum mobility 127 for calculating when satellites will be ready to use.
- \* Drop support for for DCE threads.
- \* Drop support for pthread implementations lacking pthread\_kill(). This includes ancient versions of OS X.
- \* Code cleanups.
- \* Minor info file fixes.
- \* The above includes major contributions from Ron Koenderink. Many thanks!

MD5 checksums:

```
151d9b0c317f6d4b98164eae01f66549 empire-4.2.22.tar.gz
6c12150654be62b10175ccd3b90b52df empire-client-4.2.22-i386-interix.gz
ed24be6f76138186b08d17ca9fc9fb1f empire-client.4.2.22-i386-linux.gz
88af0389eb20d8cd0e53efaa1eac63d7 empire-client-4.2.22-i386-win.exe
4064a431b1e90e79f6562a0c79b50684 empire-client-4.2.22-i386-win.zip
4192ae0505e5637ef31979c2e7b9b9f6 empire-client-4.2.22.tar.gz
f1ab004b8f738fc227bf9d564dc48963 empire-info-html-4.2.22.tar.gz
a0479e44192238f7153edb1c6f24e5c0 empire-info-text-4.2.22.tar.gz
```

Wolfpack! Bringing you the latest and greatest in Empire development and support, and, in our minds, the best multi-player game around.

Check out Empire at <http://www.wolfpackempire.com> wolfpack@xxxxxxxxxxxxxxxxxxxxx

---

• *Follow-Ups:*

◆ **Re: Wolfpack 4.2.22 Server Release**

◇ *From:* rkoenderink@xxxxxxxx

- Prev by Date: **Empire Call 4 Players List**
- Next by Date: **Empire Servlet Test**
- Previous by thread: **Empire Call 4 Players List**

## Wolfpack 4.2.22 Server Release

- Next by thread: ***Re: Wolfpack 4.2.22 Server Release***
- Index(es):
  - ◆ ***Date***
  - ◆ ***Thread***