

Latest WWServer: 2016-07-03 12:47 AM EST

<http://www.tasharen.com/windward/WWServer.zip>

2017-06-17 - Now live

- Fixed the “back door” for entering instances via the play button after observing.
- Improved the water shader a bit.
- Embassy placement is now on a 2 hour silent cooldown. There won’t even be an option to place a second embassy for 2 hours after the first.
- Flyers can no longer fly in PvP unless the region’s level is 101 or higher (PvE servers). On PvP servers this is level 33 or higher.
- Couple of minor bug fixes that don’t deserve a mention in the log.

2016-07-07

- *Joining* heroics now requires 25 talent points and raids now require 65 talent points. *Starting* heroics still requires 39 talent points, and raids still requires 101 talent points.
- “Lite” mods that don’t alter config or add assemblies (localizations for example) no longer count as “mods” when joining a server.
- Structures placed very close to the water level will now be reflected in the water, while structures placed higher up won’t be.
- Added a “Play” button to exit the observer mode to make it more obvious.

2016-07-04

- Towers and lighthouses should now invalidate trees around them again.
- White flag should again no longer prevent being able to cap pirate towns.
- IWIN will now work on pirate lords.

2016-07-03

- Increased the range at which bird flocks become visible on ultra-widescreen monitors.
- Resist debuff (shock ammo / dragon roar) will now lower the nether resist as well.
- Players can now encounter the Nether biome raid without admin intervention. Hint: try wearing as much nether resist gear as possible before starting a raid.
- Added a built-in healthbar to all dragon bosses.
- Fixed a bug that was causing fire-based towers’ damage over time effects to stack too much.
- Fixed a bug where the team manager script would forcefully kill NPCs, including dragons, if there were too many pirates present.
- Acid essence ammo’s heal debuff is no longer mitigated by resistance. Resistance now affects its duration instead.
- **03.1:** Dragons should now drop the expected loot again and summon adds.
- **03.1:** /open is now usable by the person that created the instance rather than the person with the lowest ping.
- **03.1:** Raised instance respawn limit to 17 so players shouldn’t get stuck in /obs mode... as much.

2016-07-01

- Fixed dragons not dropping 75/50/25% loot for players other than the person that “owns” the dragon (lowest ping player at the time the dragon was spawned).
- Tweaked the dragon’s AI a bit more and fleshed out the unique perks of the Nether dragon fight.
- Fixed instance experience sharing affecting observers.

2016-06-29

- “Flawless” buff will now prevent curse properly.
- Tweaks to how AI ships handle movement near towers, as there were some situations when ships would stop with a wrong angle, unable to properly attack towers.

2016-06-26

- Reduced dragon’s HP by 40% and damage by 33%.
- Dragons will no longer use hasty repairs while in combat, allowing for them to break sight of players for 10 seconds before they begin to heal.
- Removed dragon’s chance of getting a Reckless Volley. Reckless Volley has a built-in crit chance, and critting dragons are bad, mmkay?
- Dropped Nether dragon’s essence’s stats should now function properly.
- Dropping the dragon’s health down to 75%, 50% and 25% will now reward players with legendary loot.
- Loot dropped by units defeated above land will now appear above the surface.
- Loot crates will now last 5-10 minutes (up from 3), depending on the loot’s quality.
- Loot spawned when defeating something outside the region’s bounds will now appear closer to the center.
- Added a Telescope -- a better version of the Spyglass tool.
- If a player doesn’t damage anyone when the dragon’s curse ends, they will now be granted a new buff for 30 seconds increasing their hull, damage and diplomacy and preventing them from getting cursed again for the duration.
- AI will no longer try to ram anything if their sails are below 70%.
- Dragons will now ignore cursed players and will focus on others instead.
- Dragons will now keep their distance better and will not try to circle around players. They will get closer to use the breath, however.
- Dragons’ decision which enemy to attack will now become more erratic as they get hurt.
- Dragons will no longer curse the only player in sight. They will wait for others to show up.
- Guard towers will no longer crit.
- Siege towers will now use bigger ammunition.
- It’s now possible to leave the /observer mode in an instance without getting removed from the instance.
- **26.1:** Fix for some ships not applying cannonball damage properly.

2016-06-25

- King-reflected IWIN will now only kill the player that used the skill and that player's respawn timer will be greatly increased for the next respawn.
- Made it possible to properly work with arbitrary asset bundles uploaded to the server. Example: load and play custom sounds. (playing them is a dev build ability for now)
- Players killed by king tier or higher mobs will now have their respawn timers increased to 25 seconds for the next respawn (same as during the dragon fight).
- Combat and heroic regions now have a forced minimum size of 256.
- Heroic tier NPCs will now have resistances up to 30% and vulnerabilities up to 20% (up from 10% and 10%).
- Added a new Raid type instance. A little more difficult than a heroic but with better loot and has a dragon boss at the end. Very likely to be altered in a future update, as right now it's pretty much just a heroic with a different boss, and starts with half the region controlled by the "cultists".
- Dragon defeated at the end of the Raid instance will now drop Nether resistance loot as well as essences. Admin intervention is no longer needed.
- Dragon loot now requires at least 6 players to be present in order to drop.
- Completion quest for heroics that always awards a legendary item now requires at least 2 players to be present. Raid quest requires 6. The loot inside can still be gathered solo for a well equipped player. Only the completion rewards have this limitation.
- Ship explosions should no longer affect loot crates.
- Added a new **/open** command that the person that started the instance can use. This will make it possible for players to right-click the name of any of the players in that instance and choose the "Join" option to join it automatically.
- Combat instances will no longer give the completion reward if there are fewer than 4 towns in the region.
- **25.1**: Fixed a harmless error that was showing up during the dragon fight.

2016-06-24

- Deaths resulted from dragon curse's partial damage will now also spawn adds.
- AFK players will now automatically enter observer mode after a period of time. This period is shorter in instances.
- Dragon curse's damage will no longer report hurting objects like towns, lighthouses and dead players.
- Added **/respawnDelay = #** to the dev build as a convenience method.
- Respawn timer will now be at least 25 seconds during dragon fights (up from the default of 14). Last few dragon fights were all already tested with a 25 second respawn timer -- seemed to work well.
- Enrage buff now reduces cooldowns by 33% rather than 25% (1 sec becomes 0.67 sec).
- **24.1**: Fix for buffs not expiring properly in some rare cases, causing their duration to become permanent. This lead to higher than expected numbers seen when attacking practice towers, particularly when players' fire (DOT) ammunition refreshed those buffs.

2016-06-23

- Restored player's base crit that was unintentionally lowered by 22.0.
- Trees will now be affected by shadows and will work with the fog of war better.
- Ship details are now shown on all graphics quality levels on desktop platforms.
- Fixed target dummy showing a negative damage on some rare occasions.
- Fixed propellers not taking the ship's tilt into consideration.
- Pirate kings and dragons will no longer use Hasty Repairs while in combat with players. Should they succeed to run away, they will use it.
- King and dragon AI will choose to periodically try to run away below 50% life.
- Added **/setZone respawnDelay = #** where # is time to respawn in seconds. Default value is 14. Useful for events that may need longer respawn times. (dev build)
- Pirate kings and dragons will now enrage below 25% life, increasing damage by 50% and reducing all cooldowns by 25%. The enrage period will last 30 seconds.
- Dragons will now periodically place a curse on one of the nearby players. While active, the curse will periodically damage all nearby players. When the curse expires, it will severely damage or kill all players in sight of the cursed one.
- Dragons will now summon adds at 75%, 50% and 25% life.
- Added **/summon5 #** to the dev build, where # is the ID of the dragon (fire = 0, ice = 1, acid = 2, electricity = 3, nether = 4).
- **23.1:** Curse should no longer affect players still in their invulnerability.
- **23.1:** Added floating text timer messages showing the countdown to curse's explosion.
- **23.1:** When a player gets killed by the curse's explosion, an add will spawn.
- **23.1:** Fix for the active curse effect not being visible in some situations.
- **23.1:** When a unit dies, all of its buffs/debuffs will now instantly expire.
- **23.1:** It now takes 4 seconds for the curse to "arm" itself. If a player dies before that, the curse won't damage anyone.
- **23.2:** Fixed curse showing up more than once on the same target and/or inflicting its damage more than once.
- **23.2:** Adds spawned from the curse kills will now be named appropriately.
- **23.2:** /die no longer works in combat.
- **23.2:** Curse now heals the cursed player and greatly increases their damage, however it now deals ever-increasing periodic damage to nearby friendly targets.
- **23.2:** Added a new tool item that auto-anchors the ship while not moving. Super useful for defensive specialization players in particular, and it also prevents being blown away by the wind.

2016-06-22

- NPCs will no longer crit, making their damage more predictable. This is going to be most noticeable during dragon fights since a single volley crit was doing an insane amount of damage, but you can also expect Pirate King volleys to be much less deadly as well.
- Made 10% resist items a much more common drop.
- Swapped all resists on dragon essences. For example Fire essence will now protect against frost. This makes more sense as the item would effectively make the opposite dragon's encounter easier. This will only affect newly dropped essences.

- Reduced the damage of dragons in addition to the NPC crit removal.
- Added **/setZone noRespawns = [true/false]** to prevent all players and NPCs from respawning. Useful for events like last player standing free-for-all, for example. Players that die will automatically enter the observer mode.
- Added **/setZone ffa = [true/false]** to enable a free-for-all PvP event (dev build only).
- Added **/pause** command to the dev build to stop NPCs from spawning. Players will still be able to respawn. Using the **/pause** command the second time will pause all respawns, including players. Using **/pause** the third time will resume all respawns.
- Pirate kings and higher tier bosses are no longer controllable by players, regardless of level.
- Going to be testing an alternate version of a dragon fight on the Tasharen server -- 15 players per instance with nothing in it vs a dragon. Players that die remain dead. If all players get defeated, the fight is considered to be lost. Of course the dragon's HP and damage are going to be scaled down, but resistances are still going to be very important.
- Increased the damage-over-time effect from fire essence ammunition to 400% of previous.
- Restored player Regeneration effect to how it used to be.
- Higher tier bosses will no longer favor sticking to one tough target.

2016-06-21

- Fix for resistances not functioning properly.

2016-06-20

- Reduced download size from 150 MB to 130 MB by removing unused textures.
- Reduced +buff -buff spam in combat.
- **20.1:** Fixed healing amounts being doubled up when displayed via the floating text.
- **20.1:** Nerfed passive regeneration a bit. For players it's not going to be noticeable, but for dragons it most certainly will be. Passive regeneration of 1 million HP per tick on the Nether dragon was a tad much. Regeneration is now based on the base HP percentage, not unit's actual HP.
- **20.1:** Another fix for +buff -buff spam.

2016-06-19

- Added a Nether dragon.
- Added Nether damage type and resistance.
- Added a way to turn off HUD Text via options in order to reduce combat clutter.
- Changed how damage gets reported to other players. It's now immediate, and both damage and healing will show up while in combat, even if healing exceeds the max health.
- Inferno debuffs from multiple players will now stack.
- Ultra graphics quality water will now reflect projectiles.
- **19.1:** The Ultra quality water was reflecting too much... even the UI. Fixed!

2016-06-18

- Another fix for old players returning unable to spawn with a "Ships/Ship#" error.

2016-06-17

- Added a new authorized server for Tasharen - East Coast 1.

2016-06-16

- Made it possible to have a free-for-all mode where everyone in the region is hostile to everyone else.
- Made the faction bar up top support more than 7 factions.
- The **/die** command has been extended to allow server admins to kill NPCs.
- Made it possible for dev build users to specify player ship selection overrides for special events like turning all players into dragons.
- Dev build's **/die** has been changed to **/kill**.
- The range at which AOE's would cling to their target was increased by 25%.
- Windward will now copy the GOG ID file over to My Documents since GOG client tends to overwrite its own generated file when updating the game.
- Players returning after a long absence will no longer be stuck in observer mode due to their ship no longer existing.
- **16.1**: More GOG-related tweaks.
- **16.1**: Top faction indicator should now show the pirate faction as near-black again.

2016-06-15

- Reduced improved water barrel's heal over time from 100% to 75% and its overall healing by 20%.
- Water barrel explosions no longer have to directly hit towers to heal them.
- Acid dragon ammunition now reduces healing by 80% instead of 100% (matches offensive specialization player's poison).
- Redesigned the way buffs are synchronized yet again (simplifying it), making it possible to have buffs stacking from multiple sources. For example: inferno dropped by multiple people. The Inferno itself hasn't been changed, it's just the possibility for it to stack that has been added.
- Added another flying ship -- defensive oriented one this time.
- Defensive specialization's turning bonus is now gradual. The slower the player's ship is moving, the faster they are able to turn. The same bonus now also affects flying ships. This means you no longer have to hold anchor to get the bonus, and can drift with the wind!
- Boss type NPCs now have a stronger Noxious effect that mimics Offensive-specialized players (reduces the healing effects).
- Boss type NPCs will now use the improved water barrel (heal over time).
- **15.1**: Un-nerfed the other flying ships' turning rates.

2016-06-12

- Fixed a minor issue with specialization auras not refreshing buffs in a proper fashion.
- Fixed an issue where buffs were not synchronized all that well.
- Fixed a bug that was causing the player ship to be sync'd with everyone every 3 seconds, adding quite a bit of unnecessary bandwidth as well as the +Buff -Buff spam that I merely masked in the previous update.
- Added an improved water barrel that can drop in heroics. It does 25% of its heal up front, then another 100% as a heal over time lasting 10 seconds (for a total of 125%). It has a 25% longer cooldown, but has a heal radius of 8 instead of 5. Holding shift while using the improved water barrel turns it into a regular one.
- Fixed a minor issue where colors were not wrapped properly in chat from line to line.

2016-06-11

- Fixed a long-standing bug where the regeneration penalty effect of offensive specialization was never actually working. As such, poison no longer prevents Hasty Repairs from being used -- however the 80% regen penalty now works as intended for offensive specialized players and the AI will not try to repair while that debuff is active at full strength. As an added benefit, the healing penalty now affects all forms of healing -- from passive regeneration to Water Barrel. As yet another benefit, the debuff does not get simply washed away by using the water barrel, and will affect healing even when applied halfway through Hasty Repair's duration.
 - You can allow Hasty Repairs to be used while debuffed by using:
/set repairLockout = 1.0
- +Buff -Buff notifications will no longer appear around friendly players in order to reduce on-screen spam.
- Ultra-crits from dragon ammunition now have effects in addition to the extra damage.
 - Fire: damage over time.
 - Ice: slow, just like shredding ammo / chain shot.
 - Acid: prevents all forms of healing.
 - Electricity: resistance debuff.
- Added a target dummy to test damage per second / healing per second. Currently limited to a dev build creation, you can find them on the Tasharen server. That should help you figure out which builds do more damage.
- Offensive specialization armor debuff on hit is now 3 times less effective (it was simply doing too much).
- Armor going below 0 due to armor penetration / debuffs no longer causes weirdness in the math. Before it was causing damage to get multiplied in an odd way, often resulting in higher armor values rather than lower. Now it's simply capped at 100% damage.
- Elite Training talent from the Support line now also increases the duration of effects by up to 32%. It will likely be moved into a separate talent when talents will get expanded in the future.
- Boosted the passive defensive resist bonus from 10% to 15%.
- Dragonfly can now strafe by holding left shift and using A/D while not moving forward.

2016-06-10

- Fixed friendly Inferno affecting players all of a sudden and also changed it to no longer affect the player that used it.
- Heroics will now always drop appropriate resist gear.
- NPCs will now drop resist gear appropriate to whatever weaponry they are using.
- Significantly reduced the chance of NPCs using elemental weaponry outside of heroics.
- Fix for volley being more difficult to target as of the last update.
- Shock weaponry now ignores 70% armor (down from 100%)
- Item resistances now give 5% at a time instead of 10%, making the maximum from dropped items + support aura + defensive spec be 100% instead of 180%.
- Defensive specialization should no longer apply its resistance bonus unless actually in defensive spec mode.
- Resistances are now shown on the stats window if they are other than 0.
- Physical damage mitigation due to armor is now also shown on the inventory page.
- **10.1:** Made creaking mast sound slightly less annoying in observer mode.
- **10.1:** Rebalanced the damage done by dragon fire weaponry: currently set to 20% chance to inflict 600% damage on a critical hit instead of the 200% inflicted by normal crits. Doing some math, this results in ever-increasing damage as crit chance rises. 15% crit = 10% extra damage, 33% = 20%, 60% crit = 30% extra damage.
- **10.2:** Flyers can now cap without having to land.
- **10.2:** Greatly reduced the number of frequently sent packets (health updates, input axes) in order to improve network performance.
- **10.2:** Fixed flyer AI not repairing properly. If the dock is blocked, the AI will still wait for it to be free, but other than that it should repair now.

2016-06-09

- Revamped the targeting system a bit in order to make AI properly use target-related skills. The AI were ignoring certain limitations before... Coincidentally this also fixes a bug where there would be message spam visible after releasing control of an NPC unit.
- Various AI improvements. Higher tier NPCs (kings and such) are no longer affected by ramming damage or nearby explosions.
- Flying AI ships no longer get auto-killed when leaving the play area.
- Fix for critted inferno sound duration expiring before the effect does.
- Fix for last night's dragon drop not changing Inferno from fire to ice.
- Fix for damage-over-time effects applying multiple times in multiplayer (broken in the last update I think?)
- Unified how damage gets applied and where statistics for damage types are specified: <http://pastebin.com/r735ZUp0>

2016-06-08

- Added support for resistances: heat, cold, acid, electricity. With resistances over 100%, the damage turns into a healing effect instead. Every newly dropped item now has a

10% chance of having a resistance applied to it, with higher quality items having a chance of not having a counter-balancing penalty.

- Corrosive barrel effect now makes cannonballs do Acid type damage and ignore 50% of armor.
- Inferno skill is now capable of doing different types of damage, not just fire. The items that change this are very difficult to obtain, however.
- AI has been taught to respect resistances, and will not use skills that wouldn't cause damage on their target.
- Heroic instance towns now let players change ships freely, regardless of their size.
- Fixed a couple of instances where periodic damage like Inferno was not crediting the correct person (for the damage summary screen).
- Changed how Inferno's damage is calculated as a result of revamping the Damage over Time (DoT) system. Config's values are now 5% of what they used to be, but actual in-game damage should be unaffected.
- It's now possible to have ammunition that has a chance to apply an effect on hit (for example: an additional damage over time effect).
- Boss type NPCs have been taught how to use the new ammunition types. All bosses above challenge level 21 will now have a chance to have a strength and a weaknesses, and will use specialized ammo.
 - You can force all AI ammunition to be random using:
/set randomAmmo = true
- It's now possible to acquire items that reduce cooldowns of specific skills, such as Inferno for example.
- It's now possible to equip items with a requirement of 3 talent points above the player.
- Usable Debris talent now gives 10% elemental resistance.
- The Great Provider talent now gives 10% elemental resistance to every ally in the vicinity.
- Items that grant resistances or change the primary damage type are now marked with an appropriate icon in the top-left corner.
- NPCs and towers in heroic instances now use specialized ammunition and have resistances and vulnerabilities based on the climate they're in.
- Taught AI how to properly use ships that have their guns in front.
- Fire-breathing units will now have a tendency to ram their target every so often.
- It's now possible to specify certain NPCs to no longer be able to speak.
- Noxious Cloud will now do 50 times more damage (before it was doing basically none).
- Fixed Volley skill not working on some higher-flying units like the one added in 06-05.
- *The first properly scaled dragon was defeated on the Tasharen server mere hours after the update went live. Clearly the 2.5 hour fight was not enough to dissuade the persistent players. Who needs to prepare resist gear when brute-forcing works, amirite? <_< Congrats on the unique loot everyone!*

2016-06-05

- Super secret surprise. Dun da duun. Going to be testing it on the Tasharen server.

- Specialized equipment slot (corrosive, explosive barrels etc) can now alter which prefabs are fired (read: can now have custom cannonballs). Modders can now create custom cannonballs with effects, upload them to their custom server and have items use them. Modless item creation is still limited to the dev build, however.
- Further expanded modding, making it possible to have extensively animated models.
- It's now possible to "strafe" with certain aerial vehicles by holding Shift (doesn't affect any of the stock ones).
- Fix for GOG player ID.
- Various minor fixes.

2016-03-08

- Another quick fix to ensure that mods that don't modify the existing config won't flag items as requiring them.

2016-03-07

- Fixed a bug with mod matching not working properly. It was a silly typo...
- Mod mismatch-marked items can now be given to other players. Players running the dev build can fix it via right-click.

2016-02-21

- Fixed issues some players were having when loading vaults that had modded items in them.

2016-02-18

- Required list of mods is now saved in the server's configuration file.
- Mods are now verified via hashes, so if something changes you can expect a mismatch.
- Server admins can now **/allowMod <name>** and **/disallowMod <name>** to allow specific mods on the server. In order to allow a mod it must be active. Allowing a mod means that clients that have that mod enabled will be able to play on your server, but it is not required in order to play. It is not recommended to allow mods that add new content such as new ships, quests, etc. It's only a good idea to allow pure client-side mods that won't affect other players. One example would be the [camera mod](#).

2016-02-09

- Mods that don't add any code no longer cause items to get marked as requiring that mod. Note that this only affects single player games. If playing multiplayer, it will behave like it did before and all mods that alter game's configuration will be marking items as requiring them.
- Land-based units can now place structures on land away from bodies of water.
- Fix for the tank's turret not being controllable when taking control of AI.
- The [Tank](#) and [Spaceship](#) can now both be found on Steam Workshop.
- Updated [Modder's Tools](#) with the latest model exporter capable of exporting Asset Bundles (what I used to export both tank and spaceship). Also added the Tank to it in

case modders want to know exactly how it was made. Asset Bundles are able to include custom shaders, physics materials, particle effects and other Unity stuff. Only code can't be included. To export any model as an Asset Bundle, make a prefab with it (drag it from the scene into the Project view), select the newly created prefab, choose the menu options Assets -> DataNode -> Export Selected -> as AssetBundle.

2016-02-07

- XP reward for ships is now based on all primary stats, not just HP.
- Ship stats are now capped based on the minimum region level where that ship can appear and can no longer exceed the sum of 12 (defense + offense + support).
- Modifying the terrain while colliding with it should no longer make your ship get permanently stuck being pushed in a specific direction.
- Land-based units should no longer be able to bring along followers.

2016-02-03

- Added /scaleStats that force-enables or disables stat scaling in the current region (admin command). This is identical to scaling that happens during PvP and in instances.
- Added /set **capStats** = [true/false] ← Whether player stats will be capped while in regions below the player's level.
- It's now possible to create ships that have turrets that rotate to follow the mouse.
- Added support for land-based vehicles.
- Created a tank test vehicle. It's a land-based vehicle that can also go underwater. It has a rotating turret that can be aimed with the mouse. It also has a new skill tied to the turret that does quite a bit of damage. Drive it around the Tasharen server later this week.
- Terrain generation can now be altered via the world's config file. Note that changing the world's config will affect all existing regions as well, so this is only recommended for new worlds! Just add any of the following entries at the bottom of the world.dat.config file:
 - **terrainHeight** ← Defines the height of the terrain. Default is 16, meaning the terrain's highest point will be 16 units above its lowest point.
 - **terrainOffset** ← Defines the terrain's vertical offset. Default is -7.5, meaning the terrain's lowest point will be 7.5 units below sea level.
 - **terrainRoughness** ← Defines how rough the terrain will be. Default is 1. Lower value will result in a smoother terrain. Higher value will result in a jagged, uneven terrain.
 - For example:

```
229      war = false
230      playerShips = true
231      challenge = 0.5
232      damage = 0.5
233      terrainHeight = 8
234      terrainOffset = -3.5
235      terrainRoughness = 0.5
```
- **03.3:** Added /3rdPerson to switch the camera to 3rd person and back.

- **03.3:** Added `/set 3rdPerson = [true/false]` to force 3rd person mode on your server.

2016-01-23

- Fixed the Menagerie achievement not unlocking if you happened to unlock the 16th ship on a server that had more ships. Menagerie will now trigger off of 11th ship, so you don't need to unlock everything anymore.
- It's now possible to change world options using `/set`:
 - `/set war = [true/false]` ← Permanent PvP or not
 - `/set playerShips = [true/false]` ← allow player ships or not
 - `/set challenge = [0.0 - 1.0]` ← 0 being 50% challenge, 0.5 being 100%, 1 = 200%
 - `/set damage = [0.0 - 1.0]` ← 0 being 50% damage, 0.5 being 100%, 1 = 200%
- Inferno's damage to sails now scales the same way as hull damage (reduced at low lvl)
- Spending talent points to upgrade items now subtracts a proper amount of XP.
- XInput is now enabled automatically for XBOX One controllers.
- **Jan 26th:** Recompiled the server executable, thus changing its signature for Kapersky, resolving its false positive.

2016-01-09

- XP awarded for completing an instance is now scaled with the region's size. 128x128 will give 25% XP, 256x256 will give 100%, 512x512 will give 400%. Same goes for driving out pirates.
- Players can no longer be pirates in instances, and pirates don't get XP in instances.
- All ships now have the same base range on cannons and it can no longer be changed.
- Windward will no longer even try to use Steam cloud storage if it's disabled.
- Pirates can no longer challenge regions.
- **01.12** upload simply removes the space game's content from it.

2016-01-07

- Server stability fixes.
- Quick-moving items into a full vault should no longer show an exception.

2016-01-04

- Playing single player no longer uses sockets. It's now a true offline mode (unless you check "allow friends to join", of course).
- WWServer now has a new **-http** command-line parameter you can specify, making it respond to web requests. Navigating to your server's address in the web browser (ex: `http://127.0.0.1:5127`) will show you how many players are online and who they are.

2016-01-02

- **-noJoystick** start parameter no longer turns off keyboard input.
- **-localPath** can now be passed to Windward forcing it to save data in the game's folder instead of My Documents. Useful for computers that have My Documents on a network share.

- Added **-XInput** start parameter that will enable rumble effects for the controller.
- **/grow**, **/takeover** and **/globalTakeover** are now admin commands (no longer dev version specific).

2015-12-30

- Added HDR bloom at the top graphics setting, making it possible to have glowing materials.
- **-noJoystick** now force-disables joystick input from all sources, not just UI.
- Starting Windward from the executable no longer force-launches Steam.
- Expanded support for run-time code, making it possible to add code that runs repeatedly (every update).
- Added support for asset bundles, making it possible to export new shaders, sounds, animations, etc.

2015-12-28

- Added support for limited run-time code execution making it possible to add content to the game without mods. Currently limited to the development version, but its effects will be seen on the Tasharen East Coast 1 server. Source code for the modifications posted under the Developer Version commands here:
<https://docs.google.com/document/d/13ubvckpWIGerOuhTVWxguSmY8plboPtAmf06daHZAZ8/edit?usp=sharing>
- Added total player counter to the server list.
- Player's current region should now always be selectable on the map. Previously some situations would hide it (for example pirates took over a lake region).
- Fix for **/ctf** not working on servers other than the Tasharen East Coast 1.
- **/contest** will now end the current contest if there is one active (dev version command).

2015-12-22

- Adjustments to how capture the flag and juggernaut modes work, removing the hacks that were in place to make it work with old versions.
- Minimum version # increased, no longer compatible with older ones.

2015-12-19

- Fix for OSX / Linux issue with Steam compatibility causing the game to exit.

2015-12-17

- Added two events: Ghost King (juggernaut) and Booty Run (capture the flag). Admins can toggle them in any region using **/juggernaut** and **/ctf** commands, respectively. These are currently considered to be in "beta" and some features have been turned off to preserve backwards compatibility. Future version will improve some things (CTF in particular) when I can break backwards compatibility again.
 - Ghost King: one player randomly becomes the ghost king, buffing their damage through the roof, switching their faction to pirate and turning them into a ghost.

Other players hunt the ghost king. Whoever kills the ghost king becomes the next ghost king. Ghost king's kills are kept track of, and the player with the highest kill count before death becomes the winner. Only non-flying ships can become ghost kings.

- Booty Run: two towns, players split randomly into two teams. Each town has the booty that can be picked up by the opposing team and carried over to their own town. Securing the booty is only possible if the team still has their own booty in their town's harbour. If the player carrying the booty is destroyed, it returns to the harbour. Only non-flying ships can pick up the booty.
- Server option "eventPlayerRequirement" determines how many players need to be present in the region before the event begins. By default it's set to 10. Change it with `/set eventPlayerRequirement = #`
- Symbols can now have text on them and it won't look flipped on the sails' reverse side.
- Another fix for "mod mismatch" issue on Steam workshop where inventory was getting marked by mods when it shouldn't have been.
- Altered the colors of the ship's hull a bit, making it possible to have a pure white hull.
- Air ships had their base range reduced from 18 to 16, making them match all other ships.
- Deflect is now usable even at 100% health.
- **17.1:** Fix for player ships remaining behind after player left the region in multiplayer with other players present in that region. WWServer updated with the fix.

2015-11-02

- `/uploadSteam` command will no longer update the title and description of existing items. If you want to alter those, do it via Steam by navigating to your mod's page. It also won't make your update private anymore, and will instead keep whatever visibility it was set to prior to the update.
- Player files are no longer locked to mods. Items that get created while mods are active will become locked to mods instead. If you don't have the necessary mods active, those items simply won't function: their stats won't apply, and it won't be possible to equip, sell or salvage them.
- Player resources and XP earned in modded games are now tracked separately from resources and XP earned in vanilla games. This way if you want to make a mod that gives you a bazillion gold in single player you won't be prevented from playing online.
- Upgrading items using gold now depends on the level difference between the item's current level and the player's level. In other words upgrading an item by only 1 level is going to be much cheaper than upgrading it by 10 levels.
- Fixed the item description when combining advanced construction supplies with other tools.
- Opening up the world map for the first time will now be faster.

2015-10-31

- Apparently it still wasn't possible to get the option to combine the advanced construction supplies with the captain's tools. That should now be fixed.
- Reduced the cost of skills by a fair bit. They were erroneously taking the region's challenge into consideration, so skills in heroics were much more expensive than they should have been.
- The cost of skills is currently configurable via **/set skillCostMultiplier = #** where # is a multiplier. Default value is 1. 0.5 would be half the cost, 2 would be twice as much, etc.
- Added Steam Workshop support. Currently to upload a mod to Steam Workshop the new **/uploadSteam <Mod Name>** command can be used, though I'll likely change this to a UI option at some point. The uploaded mod will be automatically marked as private. To update a mod, same command can be used -- just be aware that the mod will become private again. You can go to your workshop via Steam and make it public once everything checks out.
 - Place your new mod in **My Documents/Windward/Mods/<Mod Name>**.
 - There must be a "preview.png" or "preview.jpg" file in the mod's folder. Ideally the dimensions should be square, and the file must be below 1 MB in size. I used a 256x256 image myself, although Steam's previews are a bit bigger than that.
 - There must be a configuration file called "info.txt" in the mod's folder. Its contents should contain a version number, title, tags, and other information. Here's an example of one: <http://pastebin.com/3PXNE5i8>
 - Windward will assume the mod's folder name to be the mod's title unless you add a "title" field to the info.txt file. You can always change this via Steam later.

2015-10-29

- Support aura will now reduce the cost of skills by 20% rather than pretty much flat out eliminate them.
- Zeppelin's balloon should now again be affected by colors properly.
- Fix for some towns producing and selling the same type of cargo.
- Diving suit's usage cost has been reduced.
- Sloop of War, Schooner and Brigantine blueprints will now be unlocked from the start even on existing characters that were created when only the Sloop was unlocked.
- Bullseye's first talent point now gives 20% instead of 0% to avoid confusion.
- Players should no longer see messages like "lighthouse is protecting this town". Those were some uber lighthouses, I'm sure!

2015-10-28

- Fixed resource cost of all skills. They were roughly 1/10th of what they should have been.
- Added a Fog Light tool -- it lets you see through obscuring fog.
- Fixed the damage on the Explosive Barrel. It had its damage reduction factor applied twice erroneously, reducing its damage significantly.
- Explosive Barrel will now also apply a Slow effect on its targets for 6 seconds when used on AI or 4 seconds when used on players.

- Explosive Barrel is now 100% affected by Damage (used to be 50% damage 50% diplomacy).
- Fixed the Zeppelin achievement not unlocking. Simply switching to the Zeppelin will unlock that achievement.
- Advanced Construction Supplies is now a Tool item, and contains both Siege and regular Guard Tower building skills.
- Added a 16th ship. You may have seen it on the Tasharen East Coast 1 server.
- AI will no longer immediately start using skills like poison and inferno at levels 15 and 27. They now have a chance of using that skill starting at 20%, going up with level.
- AI should no longer be able to repair immediately after exiting combat. They should now be stuck in combat for 5 seconds.
- Airship's mobility is now affected by the condition of the sails. If the sails are shredded, airships will be significantly less maneuverable than before.

2015-10-26

- Sloop of War and Schooner blueprints will now be unlocked from the start. Other ships still need to be found in the world and defeated first before they can be built in towns.
- Flying ships should now be quite a bit faster while in the air (but slower while in the water).
- Couple of minor fixes for modded ships such as explosions not working.

2015-10-25

- Increased player vault space from 30 slots to 120.
- Fix for right-click to sell on cargo item showing an incorrect sale price.
- Fix for "Stealthy" quest bonus objective not completing correctly.
- Fixed brigantine's sails going through the mainmast.
- Sail color will now affect parts of the sails not affected by the colored symbols.
- Adversaries should no longer always show up in sloops. As funny as it was, it was a bug.

2015-10-23

- Completely redesigned how ships are structured and stored in the resources. It's now possible to create custom ships and package them into a single file that will then be picked up by the game. It's a big change aimed at making modding ships much easier and ~~will be explained with a video in the near future~~. Tutorial video: <https://www.youtube.com/watch?v=UE40pLt1VLw>
- Added two new ships, bringing the current number of playable ships to 15. *Note that due to other changes below you won't see new ships for sale until you unlock them.*
- Improved how ship sails are structured. Before every sail was a separate cloth item, but now all of the ship's sails are under one object. This should improve performance, especially on mobile devices.
- Added ghost ships (/set halloween = true).
- Improved the look of all ships (more details are shown with higher graphics settings).

- Before a ship can be purchased, one must now first find and defeat enough enemies sailing that ship (anywhere from 1 to 10, depending on your luck!). If you've already unlocked a ship prior to this update, it will stay unlocked.
- Turtle Ship and Drekkrar are no longer limited to King tier AI.
- When ships become available to be used for AI is now settable via the config file.
- Altered stats of ships starting from the Galleon onwards, making their stats balanced in regards to each other. Many ships now have higher stats as a result and there is now a much greater variety to choose from, whether you're Defensive, Offensive, Support spec'd or a hybrid, you should now have an ideal ship for you.
- Ships tab in towns will now show all ships for which the player has discovered blueprints, even if the town is too small to build them.
- Players will now do more or less damage to AI ships based on whether they have encountered them before or not. Fighting a new ship type results in players dealing less damage to it than normal. This penalty is quickly reduced as the player defeats that ship type and is gone completely after 5 kills. Past that it turns into a bonus damage instead (up to 25%). This damage bonus is passive and stacks with everything else. The penalty doesn't start until regions with talent point requirement of 9 and higher.
- The Zeppelin can now be unlocked by discovering the blueprint like with other ships, then building it in-town. Doing so costs 1 million gold. The quest route is now half that amount.
- Server admins can now upload custom pennant and sail textures (these are not symbols!) into Pennants and Sails folders, respectively. Same place the Symbols textures would go. The game will request unknown textures from the server automatically.
- Added an admin command **/upload <path>** to upload something to the server. For example:
 - **/upload Symbols/Some Texture.png** ← will upload *My Documents/Windward/Symbols/Some Texture.png* to the server if it's present.
 - **/upload Pennants/Awesome Pennant.png** ← will upload *My Documents/Windward/Pennants/Awesome Pennant.png* to the server.
 - **/upload Ships/New Awesome Ship.bytes** ← will upload *My Documents/Windward/Ships/New Awesome Ship.bytes* to the server.
 - Note that this command makes `/uploadSymbol` obsolete.
- Exported ships can now be a part of mods by simply including them in the mod's Ships folder and referencing them in the mod's Config file. Using existing ship names will effectively overwrite the built-in ones, so if someone wants to create better models -- they now can.
- `/set` command used to set server options can now load files containing a more detailed hierarchy just like you see in the Config.txt and world.config files. Usage: **/set <path>**. The "path" is relative to the My Documents/Windward folder, so if you are trying to set symbols that will drop in the game as loot, create a file with contents like this: <http://pastebin.com/Z71iDQL7>, modify it, save it as *My Documents/Windward/symbols.txt*, then use the **/set symbols.txt** command to send it

over to the server. All this command will do is parse the file like it was a part of the config file and update the appropriate value on the server, automatically merging it with all existing data. You can use a different name than "symbols.txt" of course, just make sure it matches the /set command.

- Server admins can now **upload new custom ships to their server** using the /upload command. All players will automatically download these new ships and they will appear in towns and will be used by NPCs as if they were built-in. **No mods required this way**, assuming the custom ships don't use any custom code. ~~I will make a tutorial for this soon™~~. Tutorial video: <https://www.youtube.com/watch?v=UE40pLt1VLw>
- **/get** and **/set** commands now support hierarchical paths. For example:
 - /get Factions/Fac0/Multipliers
 - /set Factions/Fac0/Multipliers/Damage = 2
- Completing a trade or a quest will now result in the town's production/demand increasing or another quest getting added.
- Trades that fulfil higher demands will now grant items to the player completing the trade. The greater the demand, the better the reward.
- When towns gain levels their production and demands are no longer reset.
- Quests now have random bonus objectives (up to 3), such as avoiding enemies or completing a trade along the way. Finishing a quest with a completed bonus objective gives an item as a reward. The more bonus objectives were completed, the better the reward.
- World generation no longer places pirates everywhere. Most of the world will now be empty, up to players to colonize. Those that prefer action can still run instances or visit the regions that are still pirate-controlled.
- It's now possible to generate flag type items that change the texture used by the pennant on top of the ship's mast(s), although I'll leave this as admin rewards / modder items and will cover this in a future tutorial.
- Added a slider to world creation that lets you adjust the amount of pirate-controlled regions when generating a new world. 0% = no pirates, empty world, yours to colonize. 100% = pirate towns in every region, yours to capture.
- ~~• Added a 16th "ship" to the Halloween beta server as a server side mod to test the new modding. If you choose to play there and see something odd flying around, remember: dev server. :) And yes, you can unlock it by defeating another player flying it a few times, although it won't follow you away to another server.~~
- You can now specify pennant textures used by factions in the config file the same way you can specify symbols (pennant = "Texture Name"). Place the pennant texture in My Documents/Windward/Pennants. It must be a PNG, ideal dimensions of 128x32. The texture will be used as a mask by default where Red = grayscale, Green = mask showing which part is colored by primary and which by secondary pennant color. Blue = unused. Alpha = defines the shape of the pennant. If you don't want it to be masked and want to use it as-is, make the texture's name end with "RGB". Example pennants can be found here: <http://www.tasharen.com/windward/pennants.zip> (but note that the game can only load PNGs).

- Added **/createPennant** <name>, matching the **/createSymbol** command. To upload custom pennants, use the **/upload** command. The full process is as follows:
 - Create the pennant texture (128x32 dimensions) and save it under My Documents/Windward/Pennants/<Name>.png
 - If playing online or if you want to update an existing texture while in-game, use **/upload Pennants/<Name>.png**
 - Create the equippable pennant item using **/createPennant <Name>**
- It's now possible to have colored symbol textures. To have a colored symbol, simply have the texture name end with "RGB":
<https://www.dropbox.com/s/caezq5p620owzkg/Smiley.jpg?dl=0>
- Removed the timer on paints and dyes that would dry them and make them "baked in". This makes it possible to always unequip customization items, restoring faction colors.
 - Note that restoring faction colors won't work on ships created prior to this update. I chose to do it this way so that players won't suddenly lose their chosen colors.
- Made pennants show their texture in inventory much like symbols.
- Created a ship modding project used by the ship modding tutorial video.
<http://www.tasharen.com/windward/mod.zip> ← requires Unity 4.6.9
<http://beta.unity3d.com/download/7083239589/UnitySetup-4.6.9.exe>. Won't work in Unity 5. Check the ReadMe file for a brief explanation of the steps necessary in order to create and add new ships to Windward or watch the video tutorial here:
<https://www.youtube.com/watch?v=UE40pLt1VLw>
- Put up a new PvE server (Tasharen East Coast 1) with a world generated as 50% pirates, giving players the option to either fight or colonize, depending on their preference.

2015-09-16

- Updated the server to the latest version, merged from Starlink changes and migrated the lobby server to a new location. The game now points to this new location automatically, and **all server admins need to update their WWServer.exe** in order for their servers to show up. The old lobby will be shut down within a few days.
- Changed the way town liberation works. Now when a town gets liberated, it will no longer get immediately flipped. Instead, a player will be given a choice whether to flip that town to the liberated faction and gain some rep with that faction.

2015-08-31

- Added extra code to prevent pirated versions from ruining players' experience. The game has no DRM, so "cracking" an old version to mimic a newer version when connecting to the server is stupid, to say the least. Version checks are there for a reason. If you're so hellbent on playing online with a pirated version, then just pirate the latest one, not some shady outdated version. Like I said: No DRM!
- Added support for "flair" on ships. Currently in testing. Flair is basically extra decorations visible at mid to higher graphics settings. Only one ship has been set up with flair right

now as it's a prototype test feature for the time being. Bosses sailing this certain ship type will have flair visible. For players it's an unlockable feature.

- In case someone is curious what I've been doing recently...
<http://www.tasharen.com/windward/sleep.jpg> ← that! Newborns are a lot of work... :(

2015-07-19

- Stationary turning is now based on the "minSpeed" value as well.
- Challenge level now sets the default "minSpeed". 200% challenge means minSpeed of 0.3 (30% speed when sailing into the wind). 50% challenge completely disables the wind mechanics (minSpeed set to 1). The default 100% challenge has minSpeed set to 0.65, exactly what it was before the wind changes.
 - **/set minSpeed = 0.65** will manually change it back to how it was before the wind changes, regardless of the challenge setting.
- Adjusted wind effectiveness curves for all ships. They should now sail at maximum speed from a much wider range of angles, depending on their sail configuration.
- *August 13th hotfix*: ability to customize factions should now work properly again.
- *August 22nd patch*: Added some safety code to the Windows version and fixed the smuggling quest's ability to hurt friendly NPCs.

2015-07-18

- Pirate raid quest is no longer obtained from towns. Instead it will show up automatically when pirates raid the region the player is in. It will now also complete properly when all pirates are defeated.
- Several controller-related tweaks to improve controller support.
- Changes related to preparing Windward for Android TVs (NVIDIA Shield devices).
- Added **/set playersForRaids = #** replacing **/set moreRaids = true**. The # represents how many players are needed for pirate raids to occur in non-frontier regions. It's 5 by default.
- **/delete <regionID>** has been renamed to **/deleteRegion <regionID>**.
- **/remove** can now be used to remove options set by **/set**.
- Added a **new ship** with a unique ability. It's unlockable the same way as the Turtle Ship. Find a Pirate King sailing one, defeat it... profit!
- Fixed low graphics quality water in regions with size above 256.
- You can now set sailing speed in-game using **/set minSpeed = #** and **/set maxSpeed = #**, where # is a value between 0 and 1. By default **minSpeed** is 0.65 and **maxSpeed** is 1.0. If you set minSpeed to 0, it won't be possible to sail directly into the wind anymore, forcing players to use tacking ([https://en.wikipedia.org/wiki/Tacking_\(sailing\)](https://en.wikipedia.org/wiki/Tacking_(sailing))). Note that minSpeed set to 0 is effectively "hard mode". You won't even be able to turn your ship if your sails can't catch the wind. Note that AI is currently not smart enough to use tacking, so you may find them stubbornly sailing into the wind. Slowly.
- Fixed an issue with the server-side config settings not taking hold when switching worlds.

- Floating loot should no longer disappear quickly when going outside the 256 boundary on larger maps.
- Wind now affects turning speed while stationary.
- Wind will now vary from 50% to 100% strength (before it was from 35%).
- Added in-game **/help** command that links to <https://docs.google.com/document/d/13ubvckpWIGerOuhTVWxguSmY8plboPtAmf06daHZA8/edit?usp=sharing>
- Sail health now affects stationary turning speed, reducing it down to 25-75% with sails gone, depending on the challenge setting.
- Reduced contribution requirements for new ships from 5000 to 3500.
- Increased zoom while in town to let you see your ship easier while customizing it.

2015-07-06

- Fixed an issue with GOG version being XP limited in some situations.
- Added a new command-line parameter: **-noJoystick** that will disable joystick input. If you are one of those players who had issues with mouse constantly disappearing, use this flag when starting the game.

2015-06-27

- Chain Shot should now again work properly in PvP.
- UI performance improvements, most notable when dragging around windows.
- Right-click ignore should now get saved just like command **/ignore**.
- **2015.07.02** hotfix is for GOG version not saving # of kills/quests/contribution properly. Version # didn't change.

2015-06-25

- Variety of fixes related to size 512 regions, how they're handled, and saved.
- Fix for Chain Shot debuff not being synchronized, leading to obviously jitter movement as ships were moving at different speeds.
- Type of the region, its level and other information will now be sync'd prior to entering the region. This should resolve a few issues where players would enter one instance, and the game would consider it to be another type, causing it to be "not quite right".
- Fix for water on 0% and 25% graphics quality in 512-sized regions.

2015-06-24

- Added **/set freeControl = true** if you want to disable the AI control talent point requirements.
- **/award#** will now give items to observers controlling AI ships.
- Shift+Click will now equip/unequip items. Ctrl+Click will now sell/salvage/destroy.
- **/pirateSpeak** will now enable/disable player's pirate speak translator if the server pirateSpeak setting is off.
- Players belonging to the Pirate faction will now always have the Pirate Speak translator enabled.

- Currently observed or controlled ship is now indicated as such on the map.
- Gave friendly AI full situation awareness. They will now be aware of everything that's going on in the region, rather than only stuff close to them. This effectively makes friendly AI smarter than that of pirates.
- List of players will now show what type of instance the player is in.
- Pirate Kings will now require talent point 75 or higher heroics.
- Added **/set morePirates = true** ← will increase the number of pirates to match the number of players in the region.
- Added **/set moreRaids = true** ← will make pirates occasionally raid safe regions.
- Added a way to change the size of world's regions. In each of the commands below, # defaults to 256 and can be from 128 to 512. 512 size regions have 4 times more space than the default ones. As a side bonus, size 512 instances can allow up to 30 players to be invited instead of the default 15. Note that you can expect the loading times to go up 4 times as well.
 - **/set worldRegionSize = #** ← will only affect regions that have not been visited
 - **/set combatRegionSize = #**
 - **/set heroicRegionSize = #**
 - **/set battleRegionSize = #**
 - **NOTE:** The observer mode won't work properly if Heroic and Combat instances are set to different values. I'll fix it in the next update.
- New Developer build command: **/uploadSymbol <name>** ← will read a local Symbol called <name> from your Symbols folder and upload it to the server.
- New Developer build command: **/createSymbol <name>** ← will create a new symbol with of specified type.
- Added a new Developer build option for items: "give to everyone". The item will be granted to everyone in the region.

2015-06-22

- **/award#** can no longer be used to give loot to yourself.
- Ramming damage should no longer damage other players if white flag is equipped.
- Added a new server setting: **/set pirateSpeak = true** that will auto-translate everyone's speech to pirate english for fun or for roleplaying purposes.
- Added in-game Steam friend has come online notifications.
- **/rename <new name>** can now be used while controlling an AI to rename it (admin-only).
- Your own Grog and other AoEs will now hurt you. I thought it was like that before, but apparently I had it work like that only for the dev version...

2015-06-19

- Players now require 50-350 talent points to control AI (depends on the AI's boss tier).
- Added **/set kingRequirement = #** where # is how many players are needed for a king to spawn. It's 11 by default. It replaces the **/set pirateKing = true** setting.
- Private profiles should no longer prevent turtle ship unlocks.

2015-06-17

- The new ship is now tied to 5000 contributed kills rather than killing blows, but it will still unlock from 5000 killing blows as well. Contributed kill = simply being near the NPC as it dies. I'll keep adjusting this number to make it more in line with what I had in mind progression-wise.
- Pirate kings now need 11+ players to show up.
- Dragon breath ability sound should now be affected by the sound volume.
- Players controlling Pirate Kings should now be able to use their dragon breath properly.

2015-06-16

- Improved performance for High and Ultra graphics settings.
- Reduced the strength of Noxious Fumes' Armor debuff.
- Added a new ship. You must defeat a Pirate King and have over 5000 kills in order to unlock it. Pirate kings will appear on the Beginner 1 server in heroics with 14+ players in it.
- Raised Zeppelin's max speed from 150% to 170%.

2015-06-08

- "Permissions error" should now be more descriptive in most situations.
- Repair sound should no longer get stuck if the tower is removed while being repaired.
- Added **/reputation** (or just **/rep**) to quickly check all your reputation standings.
- Dark faction text colors (ex: pirate) should now be more legible.

2015-06-05

- Added battleground type instances. It's a PvP instance where every new player that joins it will be placed in one of two warring factions. All players will start with the ability to establish new towns, so building new towns at first is recommended. The first team to capture all enemy towns wins. Battlegrounds have a fixed 20 minute duration. If no faction succeeds in driving out the competition, the faction with the most towns at the end of the 20 minute mark will win the match.
- Friendly NPCs that spawn will now mostly match the tier of pirates. So if a region you're in commonly spawns Pirate Captains, you can expect to be sailing with friendly Lieutenants. This should make soloing easier and your friendly AI ships less... sucky.
- PvP challenges will now end if one faction captures all towns in the region and defeats all enemy AI ships.
- Reputation awards will now be appropriately adjusted to the player's level.
- It's now possible to dock in towns in regions higher level than the player, but the player still won't be able to do any quests, buy items or trade cargo there.
- Top 3 players on the scoreboard when the pirates get driven out of an instance or battleground contest ends will now get an extra reward. Note that this requires a minimum of 2-3 players (depending on level), and the quality of the rewards go up with the number of players present.

- AI ships should no longer get hurt by friendly ramming damage from other AI ships.
- It's no longer possible to place structures while flying.
- Air ships can now fly in low level regions, unless PvP is on.
- 2 followers is no longer hard-coded to faction 6 (Aequitas). You can now specify "followers = #" as a part of the faction's data in the configuration file, where # is 0, 1 or 2.

2015-06-03

- Starting with a faction will now always automatically unlock it and players that were stuck as pirates will now be able to choose another faction to switch to.
- Faction colors will now reset properly when switching worlds.
- Poison now prevents using Hasty Repairs, but Hasty that has been already activated prior to poison taking effect will continue being active.
- Re-added Cyrillic alphabet chars to the large font.
- **03.1:** Admins will now correctly update the server version again when logging in.
- **03.1:** Alt+Z will now disable UI, not just hide it. Doing so may improve performance when you need it. Alt+Z again will re-enable it.
- **03.1:** Added **/resetChat** command that will reset the width and height of the chat window for those that managed to resize it past the screen's bounds.
- **03.1:** Added **/fps** to show framerate.
- **03.1:** XInput is now disabled by default since it seems to hurt performance. If you want controller rumble to function again, you can enable it by specifying **-XInput** parameter when starting the game.
- **03.1:** Press-and-hold will now show the tooltip again (touchscreen).
- **03.1:** **/set allowPirates = true/false** ← whether to allow obvious pirates
- **03.1:** **/set allowVACBan = true/false** ← whether to allow VAC banned players

2015-06-02

- Tier 4 bosses will now drop 2 legendaries instead of 1.
- Tier 2 bosses (lords) now need to be docked in order to repair.
- Advancing the Quest using a Controller no longer locks out some controller keys.
- Trying to equip an equipment bundle with no inventory space left no longer causes it to disappear.
- Shift-tab at faction creation should no longer make the faction window disappear.
- Added support for larger map sizes: 9x9, 13x13, 19x19, 25x25, 33x33.
- All web links pasted into chat will now be automatically clickable.
- Fixed slider percentage labels not updating properly when switching factions in the faction editor.
- Fixed talent point and reputation requirement changes not saving in the faction editor.
- Windward will now automatically hyperlink all chat mentions of "patch notes", "change log" and "version notes" with a link to this page.
- Beginner 1 server has been restarted with a new map (19x19) and a new set of factions. Their benefits are a lot more even (varies between 90% and 110% for the most part across all) and the faction description tells you what affinity they have. The 2 higher tier

factions there (Crimson Tide and Windfall) require 1000 reputation and 50 talent points to unlock, identical to Syndicate.

2015-06-01

- Added a new tier 4 boss. This boss type is currently in testing, so don't expect to see them around much.
- All bosses can now repair sails. Tier 3+ bosses can repair hull while docked and will automatically try to escape combat and get to a friendly town when low on health.
- Added **/reloadServerData** to make the server reload its configuration data. Useful if you've made local changes. This will also reload the admin and ban lists.
- Tier 3 (dread lords) and higher bosses now see through fog.
- Single player faction naming conventions will no longer affect multiplayer when going from SP to MP. It was always just a visual client-side change, so harmless regardless.

2015-05-31

- Ships will now receive bonus stats from controlling nearby regions:
 - 10% HP bonus when in a controlled region.
 - 5% Damage bonus per controlled region next to the region the unit is in.
- It's no longer possible to switch to the pirate faction while in a safe region.
- Syndicate and Aequitas should once again be able to choose all non-pirate regions at the world map screen.
- Faction bonuses are now always capped between 80% and 120%.
- WWServer will now automatically inform auto-authenticated administrators that they're admins. This should also fix the issue with custom faction changes not being saved when creating a new world while connected to a remote server.
- Rebinding controller's "X" button should no longer get stuck in a loop.
- Windward will now automatically download a list of custom server-side symbols and use them during faction creation.
- WWServer will now automatically use -localPath parameter if it finds the ServerConfig folder beside the executable.
- Players that choose a faction with the Trading affinity will now correctly start with 250 gold instead of 100.
- Direct Connect's address history should now work again.
- New line characters written down in the configuration file as "\n" will now be correctly interpreted as new line chars by the game.
- Modders: added TNManager.onLoadGameObject delegate that lets you overwrite resource loading logic, thus letting you completely replace game objects that get created. You can use it to add your own custom ships / buildings, or even completely replace existing ones.
- Ramming damage is now properly recorded for the summary screen.
- Totally forgot I added this to the last update: **/stats <player>** will now show the target player's stats, if you're curious. Only works on players in the same region as you.
- Mobility stat now improves acceleration as well.

2015-05-29

- Game's factions will now be saved as a part of the world's config -- in the same easy-to-modify TXT file. This lets server admins easily edit in-game factions, adding their own custom factions instead of existing ones. All players that connect to the server will automatically receive these modifications. In short, if you've ever wanted to create your own custom faction, you now can.
- List of available symbols is now also saved in the same world config file, making it trivial for server admins to add new symbols to the list. Note that the symbol textures need to be in PNG format, saved in My Documents/Windward/Symbols on the server. They will be automatically downloaded by players. Need more info? Check here: <http://steamcommunity.com/app/326410/discussions/2/617336568072391876/>
- Flags are no longer used to switch factions. There is now a separate icon that lets players switch factions. All flags are now per-world unlocks. This means that the flags you've obtained so far can now be discarded to free up some inventory space. Currently the only exception is the White Flag.
- All factions can now have user-set talent point and reputation requirements.
- Faction switch cooldowns are no longer shared between servers.
- Faction's stats now affect experience gain. The higher the stats, the less XP players of that faction will receive from all sources. Aequitas players currently receive 75% exp of what the starting factions get. This goes the other way too: if you make a handicapped faction with deliberately lower stat multipliers, members of this faction will be receiving more experience.
- Added a Faction Designer -- an in-game way of creating custom factions at world creation.
- Added the French localization by Yannick Lévêque.
- **/info** will now show your recorded number of kills, deaths, quests and trades.
- **29.1**: Made faction affinity actually work. I left the values hard-coded by accident.
- **29.1**: Added a new admin command: **/safe** -- this will make the region a safe zone (like level 0 regions).
- **29.1**: Pirate players entering safe regions will now automatically become the faction of the region's owner.

2015-05-24

- WWServer update is advised, but not required.
- Fixed an issue that would sometimes cause certain items like black flags to not get picked up.
- Completing a heroic should now again reward players with a legendary item.
- Custom symbols can now be placed in your mod's Symbols subfolder instead of always having to be placed in My Documents/Windward/Symbols.
- Fixed the bug where Sealed Letters opened with a controller would sometimes break controller input.

- Redid the chat window. It now has multiple tabs with user-defined filters, is resizable and scrollable.
- Added a button to chat that hides it.

2015-05-21

- Explosive Charge is no longer limiting single player games. Also fixed it not explaining what's wrong in multiplayer too. Also fixed it not working in SP.
- Players that try to zone out while in combat with another player will now instantly explode.
- Sloop of War now has 3 cargo slots. Just for Waffle.
- Players can now initiate ban requests and other players can vote whether to permanently ban player X from the server. This requires the voting players to be present in the same region, and at least 5 people eligible to vote (so minimum 6 in the region), 80% voting "yes" to ban the player. Observers get to vote as well.
 - Note: this is an optional server configuration setting. Admins must use **/set playersCanBan = true** before it actually works.
- Added a quest that teaches the player how to enter instances and gives a nice reward for clearing a combat instance.
- Adding people to the ban list now adds a caption in the ban.txt file with the player's names -- the name of the banned player as well as who banned him.
- Completing a heroic is now worth 5 times the experience and resources compared to completing a regular combat instance.
- Players will now have a visible quest shown when in a combat instance directing them to clear out the pirates.
- Completing regular instances now gives a blue item as a reward.
- Quest's experience is now shown when accepting a quest, same as other rewards.
- Added a **/report <text>** command. This message will be visible to all online admins, and will be saved in the server's log file along with the information of who sent it. You can use it to report players in your region as well: **/report aren** will report me for example, logging my information along with your report. You can do both if you want to submit extra information with your report.
- Added **/bug <text>** to report bugs. This too will be visible to all online admins as well as saved in the log file. Note that bug reports are going to be local to the server for now. Bug reports automatically save the region the player is in when doing so.
- Added **/log <text>** that simply saves the text in your own local log file found in **My Documents/Windward/log.txt**
- Added a **/motd <text>** command.
- Doubled all XP/gold gains from quests on average.
- More than doubled gold and other resources found in floating loot.
- You can no longer choose non-filename valid characters when choosing player and world names.
- There is no need to use **/admin** anymore if going by Steam ID.

- You can now specify your own secret keywords for admin verification. The very first line of local **ServerConfig/admin.txt** will be used to authenticate with **/admin**. As long as your key matches what's stored in the server's admin.txt, you will be verified.
- Towns won't sell legendary loot as often as in the previous patch anymore.
- Experience rewarded from trading is now higher, and it scales up with wider profit margins. It's now also shared in instances like other forms of XP. Since XP gain is constant from trades whether you trade diamonds or fish, this means that there is now a solid reason to trade less expensive goods.
- Added basic framework for persistent server-wide data. I'll be making use of it in the future for things like fluctuating stock market prices, faction progression without player involvement and large-scale invasions.
- Sightseeing quest should now be shorter.
- **/set canLiberate = false** ← this admin server option will now disable the possibility of towns being liberated for other factions.
- If "canLiberate" is set to "false", Syndicate and Aequitas will not be able to capture anything in other factions' territories, effectively making it so that these factions won't be able to spread.
- There is now a limit on how many structures can be present in the region.

2015-05-18

- New players will now start with the White Flag equipped.
- Fixed the server regional corruption/lockout issues, apparently.
- You can now right-click player names in chat to get a list of options (invite, ignore, un-ignore, PM).
- Explosive Charge's effect on terrain is now limited per-region.
- Fog is no longer usable with the White Flag equipped in PvP.
- Server admins can now always rename towns.
- Towns will now have much greater chance of having better loot based on the size of the town. Combined with the cheaper prices it should make it easier for new players to find affordable upgrades early on. This change also makes Lighthouses and Guard towers much more affordable.
- Gave admin's **/info** even more power, and admins will now be notified of certain useful things that they may choose to act upon.
- Repairing towers is now an on-screen option that pops up over them when the player's ship is close, making it more obvious that players can repair towers.
- Re-evaluated the pricing of items, significantly bringing down the prices of all tiers of gear. Lower levels of gear have also been made a lot more affordable for new players. Happy shopping!
- Windward will now create hourly player file backups. Just in case.
- **18.1:** Fix for some people getting temporarily banned from servers after terrain collision mishaps. Updating WWServer is advised but not necessary.

2015-05-17

- **/summon0** is now on a cooldown timer like others.
- Aequitas players no longer spawn with allies in contested regions.
- **/who <player name>** should no longer stop the regular **/who** all list (Tab) from showing all players.
- Further stability fixes.
- Added **/ignore join** to get rid of "Soandso has come online" messages.
- Added a **-localPath** parameter to WWServer that will cause it to use the current folder instead of My Documents/Windward. Note that you will need to copy your Worlds folder over in order for this to work.
- Sojourn players will now get discovery experience even if an ally discovers the town, and the discovery experience now works in instances.

2015-05-16.1

SERVER ADMINS! Update your WWServer.exe please:

<http://www.tasharen.com/windward/WWServer.zip>

- Removed the swooshing sound played on global and local chat messages.
- Added server admin commands to the game: authentication, kick, ban, additional info (player's IP, steam account name, steam ID, etc). Server admins are also able to see **/anon** players.
 - Server admins can create **Documents/Windward/ServerConfig** folder. Inside it:
 - **admin.txt** ← should contain Steam IDs of administrators (one per line). First one must be yours (use **/info** in-game to find out what your ID is), others can be added from in-game by an existing administrator.
 - **ban.txt** ← this will contain keywords, IPs, steam IDs, steam usernames, etc -- anything you want to ban. For example, "crap", when added, will not allow players with "crap" in their name to connect to your server. You can add to this list from within the game using **/ban <target>**, where target is a partial player name (for example "aren" will ban me if I'm in your region), steam ID, IP address, or just a keyword.
 - Server admins must use **/admin** command in-game to validate their powers before using them. If your steam ID is in the list, you will be able to use further commands:
 - **/admin <player name>** ← grants admin privileges to another player. This player must be in the same region as you.
 - **/summon <player name>** ← summons this player to your region.
 - **/goto <region ID>** ← lets you travel to the specified region.
 - **/kick <player name>** ← kicks this player. This name can be partial if the player is in your region ("for example "aren").
 - **/ban <player name>** ← bans this player.
 - **/rename <player name>** ← renames the player to a random name. Use it on players that have inappropriate names, but who don't warrant a ban.
 - **/delete <region ID>** ← this will delete all progress within this region, resetting it to what it was when the world map was created. All players

residing within this region will be kicked, but will be able to rejoin. Use this to reset regions that have been maimed by overzealous players with too many explosive charges, or if something went wrong and players are no longer able to enter it.

- **/ad** ← differently colored global chat admins can use. Everyone will see this, and it can't be ignored.
- **/pac** ← private admin chat. Global, but only admins can see it.
- Admins will now see actual IDs of instances, not just "Instance". Note that **/goto <id>** and **/obs <id>** commands will work with them as expected.
- Additional commands for a special development build of Windward.
 - **/grow** ← grows the nearest town to size 10 (or maximum possible).
 - **/takeover** ← take over the closest town, claiming it for your faction.
 - **/globalTakeover** ← takes over the entire region for the admin's faction.
 - **/globalReset** ← removes everything from the region (towns, structures, etc).
 - **/die** ← kill every hostile in sight.
 - **/god** ← self explanatory.
- Added **/ignore <player name>**
- Added **/ignore global** ← ignores global chat.
- Added **/who <player name>** ← can be a partial name, such as "/who aren".
- When players log on, there will now be an identifier next to their name as well (based on their steam ID). Admins will see a lot more info.
- Added a spam timer to chat.

2015-05-16

- The game will now save player files locally as well, seeing as some players experience issues with Steam Cloud wiping their save files. When loading, the most recent version will be used.
- Fixed the server data corruption issues.
- Player factions now have an advantage over pirates when assaulting new regions. The player will now get up to 4 allies with him from 1 town rather than just 2 like before. Pirates are still limited to 3 pirates from 1 town, 4 pirates from 2 towns, and 5 pirates from 3+ towns. Challenge slider affects this number, so 120% challenge = 6 pirates.
- Tweaked how pirate raids work. They are now much more likely to assault starting regions packed with beginner players to give them a taste of combat.
- Fixed lighthouse and guard tower quests not giving monetary rewards.
- Fix for Smuggling quest not allowing both parties to damage each other.
- You should now be able to bring up the resolution / key binding dialog by passing "-show-screen-selector" to Windward's executable.

2015-05-15

- Reworked how capture logic works a bit, hopefully addressing the issue where some players weren't able to cap in MP.

- Fixed an issue where pirates would keep respawning in towns that had players nearby. Players being close should have prevented their ability to respawn.
- More server stability improvements. Server admins can grab the latest from <http://www.tasharen.com/windward/WWServer.zip>
- Attempt to fix client-side data corruption affecting regions, making it not possible for players to enter them.

2015-05-14

- Fix for an issue where players were not able to capture things sometimes without a specific player being close.
- Fix for right-click selling of trade cargo.
- Fix for another server stability issue.
- Restored the missing prerequisite visualization links on the talent screen.
- Lanterns will no longer drop.
- It's no longer possible to use AoEs while wearing a White Flag in a contested region.
- Ramming players with the White Flag equipped no longer damages either.
- Left-click no longer brings up the popup dialog on ships (right-click still does).
- It should no longer be difficult to select regions on the world map of a heavily populated server.
- Greatly reduced Grogolov damage in lower regions. It will gradually scale up, reaching its full potential at (TP) 90.
- There is now a limit on how many players can be in an instance.
- Added /r to reply.
- Removed the "Level" labels from items and region descriptions, replacing them with (TP) requirements instead. The Level was always TP/3 anyway. Let's just call the new value "level" for simplicity's sake.
- Fix for water being cut off too soon on ultra-wide screen setups.

2015-05-13

- Changed the server listing to connect to a different server instead to remove the possibility of pirated version 03.02 players from going online and creating bugs for legit players. **SERVER ADMINS! UPDATE WWSERVER.EXE!**
- Added a message that explains that pirates must be driven out before town's cargo is shown.
- Summary list should now be sorted.
- Fixed a bug that was causing the server to crash on rare occasions.
- Added a new command-line option for Windward: **-res 1920x1080x1** -- Use it to force Windward to start with a specific resolution.
 - **1920** is the width
 - **1080** is the height
 - **1** is whether it will be fullscreen or **(0)** for windowed.

2015-05-12 (holy !@#& it's version 1.0!)

- Players can no longer be hurt by other player's friendly fire.
- Changing key bindings should now take effect immediately.
- Fix for halved XP in instances when soloing.
- Dead players will still receive XP (for real this time!).
- Touch support should now work properly again.

2015-05-11

- TP 200+ players can now place structures on water.
- TP 250+ players will now automatically reduce item level to make it appropriate when giving items to another player (if the other player's level is lower than the given item).
- Fix for some (harmless) null errors that would sometimes show up soon after joining an instance in multiplayer.
- It's no longer possible to rename towns in multiplayer unless you are hosting it, or are a sufficiently high level player.
- All experience awarded in instances is now shared among all players present.
- Experience awarded on unit kills is now shared with players that just died.
- Items that have been leveled up via size 10 towns now get raised to the player's level rather than just +1.
- Aequitas followers will now appear in instances as well, but will no longer appear if there are enough friendly ships present.
- Added an AFK timer to the game that prevents experience and loot from being awarded to idle players in instances.
- Shift-click will now salvage, sell, buy, or quick-transfer items from/to the vault, depending on what window is currently open and on whether the player is docked.

2015-05-10

- Added support for controller rumble on Windows.
- Added proper NVidia Shield controller support for Android.
- Region's challenge level will now be saved as soon as the first player enters the region. This should prevent the oddities seen in instances with players that have an obvious difference in level ranges sometimes causing structures and ships to be too low or too high level to provide a reasonable challenge.
- Fix for town cargo disappearing in some situations in the starting region.
- Sightseeing quest's item level will no longer always be zero.
- Ships spawned by the Defend Town quest will once again move to attack the town.
- Increased the drop chance of legendary loot in heroics by 33%.
- Fix for AI no longer using the Water Barrel skill.
- Inferno is now affected twice as much by Diplomacy as by Damage.
- Reduced the damage done by Pirate Lords and Dread Lords.

2015-05-08

- Fixed a bug where corrosive ammo would mess with target unit's overall armor.

- Corrosive ammo's debuff is now improved with Diplomacy rather than Damage and now has a higher base value.
- Changed the way combat aggro range works a bit. Units will now be placed into combat sooner, but may not necessarily fire until they get closer (Diplomacy affects this "fire" range).
- Inferno will now enrage AI, letting them fire at you even if you happen to be out of their normal "fire" range due to high Diplomacy.
- **08.2:** Crits will now make Fog and Poison effects cling to their target.
- **08.2:** Added new versions of special type items (mortar, water barrel, etc) that always make AoEs cling to their target.
- **08.2:** Newly dropped +4 and +5 quality Crew, Captain and Specialists will now have a chance of having random specializations on them that raise something by 10% while lowering something else by 10%. This value affects cooldowns of skills.
 - Defense: Hasty Repairs, Defiance, Noxious Fumes.
 - Offense: Volley, Grogolov, Mortar.
 - Support: Water, Fog, Chain Shot, Improve Structure

2015-05-07

- Added a visible task list.
- Legendary stat specialists should now correctly buff stats again instead of giving the Spymaster effect.
- Ships should no longer occasionally fire at poor defenseless lighthouses (not that they could be damaged anyway...)
- **07.1:** Fix for chat submit (Enter) not working properly when inventory or town window was open.
- **07.2:** Crew, captain and specialist items should no longer be capable of leveling past the player's level.

2015-05-05

- Fix for item icons being dragged at twice the rate visually.
- Fix for not being able to hire/bribe ships.
- Fix for some sealed letters not having the "examine" option.
- Fix for right-click sell highlighting remaining behind in some cases.

2015-05-04

- Controller-based input has been completely redesigned. Windward can now be played 100% with a controller (except for chat). Have a 360 controller plugged in? Give it a shot!
- Added more visible highlights to most UI elements to aid controller-using players.
- Added tooltips for players using a controller for input. The game will seamlessly switch between mouse, touch and controller input based on whichever was used last.
- Using both mouse buttons to try to drag an item will no longer cause it to get stuck on-screen.

- Alt-tabbing should no longer cause the game to get paused when running it full-screen. Apparently this is a Unity bug related to choosing Exclusive full-screen mode for D3D9, so now the game uses a full-screen window instead. This may reduce performance, so let me know.
 - This seems to have some conflict with Steam where it thinks the game is still running when you exit it... Sigh.
- Offered quest window will now close automatically if the player leaves port.

2015-04-29

- Changed itemization stats for Offensive and Support specialization items. It should now be possible to get stats much higher (over 600% in Hull, Damage or Diplomacy when focused on one of them).
- Mortar and Grogolov's damage is now based 50% off Damage and 50% off Diplomacy.
- Diplomacy now improves the duration of Fog and Noxious Fumes.
- Support spec's AoE improving talent is now 30% instead of 60%, seeing as the new changes already make their AoEs very powerful.
- Support spec's aura now buffs NPC's Hull, Damage and Defense. Before it was Hull, Armor Piercing and Defense. It now also boosts everyone's Diplomacy.
- Water barrel may now be less effective than before, however with the newly changed itemization stats it can be made much more powerful than before.
- Raised the maximum speed by 15%.
- Mortar now ignores defense.
- It's no longer possible to choose Syndicate or Aequitas as a starting faction on the world screen.
- You can now create equipment bundles by right-clicking on your gear. Most equipped items will be combined into a single item that you can then store in your vault to save space. You can also right-click this new bundle and choose to equip all of the items inside, or to simply remove all items from it. Equipping a bundle will swap the bundle's contents with the previously equipped items.
- Specialization auras can no longer stack with the other players' auras of the same type.
- You will now encounter friendly lieutenant and boss-type ships.

2015-04-27

- Fix for the lockup issue some players were experiencing. Many thanks go to player Apex for trying my 1000 builds that it took to determine the cause.
- Added /award# (without a player name target) command for the 7th faction that will grant an award of specified quality to every player in the region that's not an observer. It has a longer cooldown than targeted awards.
- Fixed a Unity glitch with cannonball trails disappearing when the cannonball goes off-screen.
- Chat messages will now last much longer on the screen before fading out.
- Equipped items higher than the player's level will now contribute less stats.

2015-04-26

- Added a 7th faction for the really advanced players. Unique perks include no reputation loss, always arriving with 2 followers even after fast travel, ability to summon boss ships of any faction and grant random rewards to players. All these abilities get unlocked progressively as the player gains talent points.
 - /summon0 <factionID> -- 150 TP -- Summon a ship
 - /summon1 <factionID> -- 225 TP -- Summon a captain
 - /summon2 <factionID> -- 300 TP -- Summon a pirate lord equivalent
 - /summon3 <factionID> -- 375 TP -- Summon a dread lord equivalent
 - /award2 <player name> -- 150 TP -- give a random +2 item to some player
 - /award3 <player name> -- 225 TP -- give a random +3 item to some player
 - /award4 <player name> -- 300 TP -- give a random +4 item to some player
 - /award5 <player name> -- 375 TP -- give a random +5 item to some player
- **26.1:** /summon rewards will now be based on the target player's level instead of the giver's.
- **26.1:** Dread lords are now correctly named as such.
- **26.1:** Pirate Captain achievement will now unlock from any captain, not just quest ones.
- **26.1:** 7th faction's building colors should now be correct.

2015-04-25

- AI should no longer keep trying to land the zeppelin.
- Zeppelin can no longer fly in challenge regions below level 8.
- Variety of minor tweaks and fixes, too numerous or insignificant to mention.
- Support specialization's effect on the Water Barrel is now more obvious and affects the tooltip.
- Items no longer have a cap of 101 talent point requirements.

2015-04-23

- Renaming a town should now update the name immediately.
- Various optimizations, attempted fix for the lockups some people were experiencing.
- Renaming a town will now be immediately visible.
- Observers controlling AI units will now "own" the unit, much like as if it actually was their player unit. This should make it a bit more responsive for players with a bad ping.

2015-04-21

- Improve Buff was raising HP 25 times higher than it should have been (oops!)
- Zeppelins can no longer land on lakes.
- Towers can no longer be placed next to lakes. They must be close to open water.
- Observing AI will now show their path.
- It's now possible for observers to take direct control of AI ships. Experimental feature. If you've ever wanted to take control of a Pirate Lord and "say hi" to some other player, now is your chance. Player-controlled ships are worth more experience.
- AI ships that pass the regional boundary will now instantly explode.

- Players attempting to play online with much older versions of the game will now be automatically kicked out by players with up-to-date versions in order to preserve integrity of multiplayer game data.
- 200% challenge AI should no longer follow each other in circles.
- **21.1:** Fix for error showing up when trying to build a town.
- **21.1:** Greatly reduced memory allocations for saving (from ~20 MB to 40 KB). This should reduce noticeable stutters.
- **21.2:** Fix for exceptions thrown on player death.
- **21.2:** Map can now be uncovered by observers.
- **21.2:** Observers should now be able to use skills properly in multiplayer.

2015-04-16

- Ships no longer scale stats. They now have Defense, Offense and Support strength modifiers. Defense gives the ship more HP, offense -- more damage, and support -- better healing. This is a significant change to game mechanics. It also makes hybrid builds much more effective. A corvette with high enough Armor can be an agile tank, for example.
- It should now be possible to use the explosive charge ability to remove new towers.
- Stat sheet will now display additional information in tooltips similar to how total health was visible before.
- Support specialization will now halve the cooldown duration of Water Barrel when other AoEs.
- Grogolov will now do 50% more damage to zeppelins.
- You can now salvage crew, captain and specialist items.
- Sail stat now also gives damage resistance to sail damage, much like Armor does for Hull.
- You can now find Diplomacy specialists in the world.
- Legendary specialists will now all provide passive regeneration in addition to their other effect.
- Fixed how Armor Penetration was countering Armor, as well as how corrosive ammunition worked with armor. This makes Armor even more effective than before.
- The effectiveness of low level talents (such as +Hull) has been at least doubled.
- Increased HP but reduced damage of all towers.

2015-04-14

- Redesigned the item stat system (again). Items will now have on average 20% more stats and the stat variety will be greater. There are now also distinct versions of each item type for the 3 specializations.
 - NOTE: You can expect this system to be a little rough and unbalanced at higher levels. This will be polished in time.
- Speed, mobility, crit, armor, accuracy, range and diplomacy stat effects now scale with the challenge region the player is in. This means that maxing out these stats is now quite beneficial.

- All stats now start at 100.
- Crit chance below 0% now reduces the unit's damage.
- NPC units will now have their stats vary by up to +-20% in a logical fashion: if they have higher health, they will do less damage for example.
- Raised the maximum challenge level from 99 to 250.
- Stats can now be shown as effectiveness percentage, since they now scale.
- Reverted some earlier optimizations under the **/beta** flag for some players who have been having issues with performance improvements achieving the opposite result for them. If you've had issues, try the /beta flag and see if it helps.

2015-04-11

- Cannonballs are no longer 3D objects, so they should no longer hurt performance with a lot of them on the screen (most noticeable on mobile devices).
- Got rid of the resolution selection dialog on startup. It's now a part of in-game Options.
- More performance optimizations (this time for single player).
- Added two new types of towers.
- Lower challenge regions will now have smaller guard towers. They are less powerful and give less sight around them. These will only be created in new worlds.
- **11.1**: More performance improvements to make the game run smoother and reduce garbage collection stutters.

2015-04-07

- Potential fix for the "game freezes on world creation" issue some players were experiencing when creating a world set to allow others players to join.
- Fix for the world field not saving the last chosen world.
- Desired challenge level was not set properly prior to traveling to another region.
- Fixed buyback value of cargo.
- The AI ships will now always spawn after the player, fixing an issue where AI ships could spawn first in instances, blocking players from appearing in port.

2015-04-04

- Fix for an issue some players were experiencing with gold not saving.

2015-04-02

- Fixed an error when clicking on pirates.
- Fix for challenge level not showing up properly when entering an instance for the first time.
- The game will now wait for the loading screen to start fading before spawning ships.
- Starting regions will now again be capped at 1 pirate maximum.
- Fix for instant respawns (yet again).
- Fix for Hasty Repairs healing way too much in some cases.
- Fix for Inferno doing too much damage in some cases.
- Fix for Repair taking 2x wood when it's first activated.

2015-04-01

- Performance optimizations / memory allocation reduction.
- Lowest graphics quality setting will now use static (non-cloth) sails.
- Loading screen with the loading progress will now be more responsive.
- You can now dismiss followers.
- You can now send followers one at a time.
- You can now only have 2 followers max, but you can hire followers from other factions.
- Level 10 towns no longer need to be in a region higher than the item's level to offer to upgrade it. The players will see the option as long as the item is below their level.
- The cost of upgrading item levels has been greatly reduced.
- Town placement indicators will now always be above the terrain.
- Town placement logic now allows for more spots suitable for towns.
- Challenge slider now affects how much it costs to bribe pirates.
- Challenge slider no longer affects the player's ability to hire allies.

2015-03-29

- Corvette's damage was raised to 450%.
- Frigate's stats have been raised to be the "multi-purpose" ship it was intended to be.
- Ship of the Line's health was raised to 450% and damage to 270%.
- Raised Galleon's health to 350%, damage to 270% and diplomacy to 200%.
- Cooldown timers are now slightly randomized to add a bit of variety. Before using Inferno would place Water Barrel, Poison and Mortar on the same cooldown timer. Now the cooldown for each skill will vary between 90% to 110%.
- Challenge Scale slider now affects not only how much health and damage pirates do, but also which skills they will have, how many pirates there will be, how early pirates acquire skills and whether they will be able to recruit followers.
- Pirates will now have access to the Water Barrel above 100% challenge.
- AI ships will now hire other AI ships above 100% challenge.
- Heroics should now be easier: captured guard towers will now be a lot more effective and enemy ships won't be doing as much damage.
- Heroic loot drop rate has been reduced to 50% (was 100% before).
- Cannonballs hitting the hull no longer damage sails.
- New ammunition coating: shredding. Causes significant damage to sails even when hitting the ship's hull and has a chance to apply the Entangled Rigging effect as well.
- Support specialization now reduces Fog's cooldown by 30%.
- Pirates in heroics will now use skills like Hasty Repairs and Water Barrel.
- Corrosive ammunition will now apply a regen debuff similar to the effect from "Bullseye".
- Chain Shot, Poison and Fog debuffs are now based on percentage of the target's stats, rather than on the source unit's stats.
- Siege towers will now shred sails.
- Chain Shot's Entangled Rigging debuff is now 15% chance per cannonball, not 100%.

- Pirate captains will now have different colors. Pirate lords and adversaries will also have a random symbol.
- Water barrel was not respecting the 90% max limit when specialized.
- **29.1:** Fix for the trading issue selling at a loss.
- **29.1:** Added a few new symbols for sails.
- **29.1:** Tower-fired sail shredding damage has been reduced to 1/3rd of what it was.

2015-03-27

- Added a new type of private instance meant for questing and trading.
- Fixed an issue that would sometimes prevent slower ships from rotating while stationary. Note that holding the anchor button may still prevent them from rotating, however with the way it now works it's no longer necessary to hold the anchor button to stand still.
- Improvements to touchscreen-based input.
- Sojourn players will now begin with a Diving Suit.
- Consulate players will now begin with a Grappling Hook.
- Added an option to enlarge the UI.
- Chain Shot is no longer available from the start, since many seem to misunderstand its purpose. It will now become available after the player reaches level 3 (12 talent points).
- Added more appropriate hints for touch-based devices.
- Fix for the in-game menu not interacting properly in single player when first opened or after it was moved.
- **27.1:** Fixed skill and repair cost in Heroics.
- **27.1:** Heroics will again require at least 40 talent points instead of 102.
- **27.1:** The logic for removal of talent points wasn't working quite right.
- **27.1:** Sabotage should now get grayed out if the player is out of resources.

2015-03-24

- Completing a heroic now always grants a legendary item.
- Water Barrel effect now dispels nearby AoE effects. By default only one effect will be removed. Support specialization makes it possible to remove all effects.
- Ability resource costs are now based on the player's level rather than on the region's.
- Experience and resource rewards are now limited to be within the player's level.
- Chain Shot now also reduces maximum speed by 50%.
- Defensive specialization now passively increases aggro of nearby enemies, making them much more likely to go after the defensive specialized players.
- Correctly limited challenge regions (and loot drops) to be level 0-100.

2015-03-23

- Added new quests.
- Siege Tower building skill will now build regular guard towers in lower challenge regions.
- Advanced construction tools no longer have both siege and regular guard tower building options. Just siege.

- Fixed a bug that wouldn't discard the world properly after entering an existing one, causing the same world to be reused despite a new one being synchronized. This should finally resolve the problem with MP worlds sometimes getting into really weird situations with towns placed in odd locations, towers in the middle of the sea, etc.
- Desired challenge level is no longer based on talent points above 101 talent points. So if your average item level is 50, entering an instance will now put you into a level 51 instance.
- Useful Stuff pop-up list will no longer overlap with the menu buttons at lower resolutions.

2015-03-21

- Revamped the main menu, streamlining / simplifying everything.
- Added an option to let Steam friends join your game by right-clicking your name in their Friends list, choosing Get Game Info, then Join.
- Re-enabled VSync by default. It will now only be off on mobile device builds.

2015-03-20

- Made Windward run on Android and iOS devices.
- 25% graphics will now have shadows.
- UI will no longer get blurry when window dimensions are not divisible by two.
- Towns will no longer offer any trade cargo until pirates have been driven out.
- Removed /instance and /heroic commands since they are buttons now.
- Improved the look of water on Linux computers with Intel cards.
- Made it possible to specify custom sail embroidery textures. If you're a server op, you can now add a Documents/Windward/Symbols folder and place PNGs inside (transparency should outline the symbol). If you want these embroideries to drop in-game, be sure to add them to the modded Config.txt. Otherwise keep them private and give them out as special rewards. Note that custom embroideries will exist only on this server. Players that take their characters to other servers won't see them.
- **20.1:** Water barrels should again heal friendly players.
- **20.1:** Limited scroll-wheel challenge level modifier to be within 0-99 range.

2015-03-17

- PvP should now work properly again (got broken in the last patch).
- You can now right-click quest items to track their target.
- Completing one quest will now automatically track the next one.
- Liberated towns will now complete capture quests properly.

2015-03-16

- Support specialized players can now hire friendly units for free.
- Players can no longer damage other friendly players with AoEs.
- Added extra code to ensure that the number of ships pirates can have is limited by their town count.

2015-03-11

- Sloop, Sloop of War, Galleon and Ship of the Line should now once again have target indicators around them in combat.
- Clicking on items to start the drag operation will now again show them as being dragged.
- Windward's stand-alone server will no longer default to make the server public and call it "ArenMook's Development Server #2".
- Lobby server has been updated to expect regular "I am alive" updates from active servers, and will automatically remove servers that don't do it.
- **Server admins:** update your WWServer.exe!

2015-03-02

- Fixed a FPS drop introduced in the last update.
- Minimap will no longer be clickable in combat. You can still use the hotkey to bring it up if you need it.
- Multi-touch support is now optional, off by default, and is turned on via the options menu.
- Significantly improved loot in heroic instances. It will now start at epics (purple).

2015-03-01

- Observers can no longer invite players to their region.
- Disabled the fog of war on Linux+Intel machines, since it seems to be broken due to driver bugs.
- It's no longer possible to remove low level talent points after placing points in higher level talents.
- Creating a new world will no longer default to editing of the world map from the start.
- Removed the code that would prevent players from respawning while all towns were blocked.
- It's now possible to complete multiple capture quests for the same target at the same time.
- Item loot from Sealed Letters will now be locked to the level of the region where they dropped, rather than the region where they were opened.
- Made the Strange Diagram drop more common.
- The maximum amount of gold towns will offer for items now depends on the player's level rather than the region's level, so all those level 10 towns in starting regions you've worked on levelling up will now make sense! (town's size still affects this amount though)
- Quests involving tracking down some pirate will no longer show this unit on the map, but the path will show up and lead to it.
- Press-and-hold will now show the tooltip (for when playing on touch-screen devices).
- Fixed frozen sails that some ships were exhibiting since the last update.
- AI now has an "ignore" list that it will use after determining that something was unreachable. This should help with AI circling around the shore trying to get somewhere where it can't reach.

2015-02-27

- Gaining pirate reputation should no longer offer a pirate flag (it's dropped instead).
- Added some new symbols for sails including support for tiled textures.
- Added multi-touch support for improved experience on touch-screen devices. Still need to add the press-and-hold to show a tooltip though.
- Fixed an issue that would "forget" the town the player was last spawned in upon relogging.
- Probable fix for an obscure bug that would sometimes let players enter the world under the wrong seed.
- **27.1:** Fix for missing rigging texture on Frigate and SotL.
- **27.2:** AI pathfinding issues fix (fix for AI sometimes standing in place).

2015-02-25

- All instances will now drop moderately player-appropriate loot at all times, even if a low level player joins a high level instance, or vice versa. Low level players in high level instances will get (level+1) loot, while high level players in low level instances will get (level-1) loot.
- Accuracy now affects all mortar-like skills as well (mortar, poison, inferno, water barrel, fog). Only Explosive Charge is not affected.
- Anonymous mode now also suppresses the player's map icon, showing it as a dot rather than a star.
- AI should no longer sometimes greet the wrong players in multiplayer.
- Salvageable shipments sold in towns are now going to grow in size as the town grows.
- Fixed an issue where enclosed regions (instances) would place towns on inaccessible lakes even at low levels.
- Dock placement should now modify the terrain first, before anything else. This fixes an issue where buildings placed close to the dock would appear to be partially suspended in mid-air after re-entering the region.
- Pathfinding generation should be faster now, leading to faster loading times.
- Fixed an issue with the Fog of War not saving properly in some cases.
- Removed the code that would prevent players from respawning if all docks were blocked. The players will again respawn at a random position.
- It's no longer possible to start Sealed Letter quests in instances.
- Dueling a player via right-click now automatically invites that player to the instance.
- You now get a notice when inviting someone to an instance.
- The Heroic button will no longer show up until after the player reaches level 12.
- Plundering towns now rewards all kinds of resources, not just gold.
- You will now find ornate/fancy/heavy chests containing more than just gold.
- It should now be possible to turn in place while the anchor key is held (space bar, RMB).

2015-02-23

- Added a way to explicitly choose what player you're observing.
- Observers can no longer control AI, even if they have a lower ping.
- Anonymous mode is now per-character, not per Steam account.

- Anonymous mode now suppresses player join and leave notifications.
- Direct hits with AoE abilities now properly stick to the ship they hit.
- You can now observe players in instances.
- Observers can now have minor panning control of the camera and it's now affected by the equipped Spyglass, if the unit has it.
- **23.1**: Lowered repair cost.
- **23.1**: Fix for regional challenge turning allies into enemies.
- **23.1**: Work-around for odd cases where worlds got locked before the map was saved, resulting in a blank world map and no way to do anything with it.

2015-02-22

- More small tweaks to the trees, slightly improving their look and performance.
- The flying zeppelin's idle animation should now be less... jagged.
- Fix for a bug that would rarely cause too many pirates to appear at once and ensured that if there are already 5 pirates present, more won't be spawning (unless there are more players present).
- Added an **/observe <RegionID>** mode for when you just want to relax and watch the AI or other players do their thing. Pro-tip: **ALT+Z**.
- Added an option to observe players by right-clicking them on the list of players.
- Capture sound should now fade out properly.
- Support specialization's Crowd Control now increases all AoE effects (water, poison, inferno) by up to 60%.
- Support specialization's Elite Training now also increases Volley, Chain Shot and Mortar damage by up to 32%.
- Added a message that will show up informing the player that a town is under protection of some nearby unit (such as a guard tower). In addition, the unit that's preventing capture will now be clearly exposed and highlighted on the map.
- Players should no longer be able to choose Pirates as the starting faction.

2015-02-21

- Animated all trees. Oddly enough, the updated shaders actually notably improve the overall game's performance rather than decrease it.
- Players should no longer see friends as being under pirate faction in instances.
- Instances should now automatically scale players to the same level as the instance.

2015-02-19

- Added initial support for private instanced regions (think "dungeons"): lake maps filled with pirates. The basic idea is this: player creates their own private (level-appropriate) region, then invites friends to join him. This is also usable solo, in case your world is missing some regions. In theory a player can just keep leveling in private regions indefinitely, it's just that once the player leaves, these regions are lost forever. If you want to try this out, use the newly added buttons on the top-left. Note that heroic

instances are **very** challenging, but have a much better drop rate (if you can bring enough friends with you).

- Added an option to duel players by right-clicking their names on the list of players.
- Water Barrel should now be more effective than before.
- Defensive specialization ships turning while standing still should now be sync'd more frequently, resulting in smoother turning.
- Liberated town messages should now work again.
- Syndicate players can now fast travel to any faction's lands.
- The Spymaster can now only give sight of player-discovered structures.
- Chosen challenge level now boosts the rarity drops. Higher challenge level = more frequent rare drops.
- Fixed an issue with swapping ships leading to instant respawns on death.
- Direct hits with Inferno, Fog and Poison will now automatically "stick" to target.
- Reduced armor and armor penetration stats on guard towers and siege towers.
- Changed how AoE effects get applied, fixing a bug where AoEs dropped directly on top of defensive specialized players would only be ~15% as effective.
- Mortar's damage output has been reduced by 30%, but direct hits will now correctly apply 100% damage. Before there was a distance-based reduction.
- Reduced the effectiveness at which guard towers scale with the challenge slider.
- Removed the code that would sometimes prevent NPCs in coop from dropping loot.
- Server list will now automatically sort servers based on the number of players.
- **Patch 19.2:**
 - Fix for players being stuck in instances and seeing friends as their own faction.
 - Driving out pirates now gives an item as a reward as well in addition to the XP.

2015-02-17

- Added NPC chatter for low health as well as for receiving and providing assistance.
- Chatter involving the player's name should now work properly in multiplayer.
- Tossing water at buildings should now work properly, and direct hits with water barrels are now more effective than near-hits.
- Water barrel's effect now gets properly applied by only one client.
- Added an ambient sound to capturing objectives.
- AI will no longer capture things that have not been discovered by players.
- The starting region will now introduce new players to combat by flipping one of the towns to the pirate's faction after a period of time has passed. This town will only create one pirate ship that will not attempt to capture anything else. This town can only be captured by players.
- Lower level regions now limit the number of pirates below normal.
- Server list should now be scrollable via press-and-drag, not just the scroll bar.

2015-02-16

- Added NPC chatter to both friendly and hostile AI ships.

- Added a proper /who list. Pro-tip: right-click the new Players button at the top-left of your screen and bind it to something. Tab for example.
- Water Barrels should now be able to hit ZPL-1700 that fired them.
- More code to wipe out stray adversaries.
- The more players are in the region, the faster the quests will reset.
- The ZPL-1700 quest now requires the town to be in a region with challenge level 12 or higher.
- Pirate captains and elite bosses recruiting other AI is now a part of the /beta flag.
- The /beta flag should now lead to properly scaled adversaries that also no longer have a chance of spawning too frequently.
- Loading screen will now display tips.

2015-02-14

- Added extra code to prevent world option changes during gameplay.
- Default world config settings are now stored on the Steam cloud rather than locally.
- Variety of minor bugfixes.
- Server improvements.
- Improved the look of the Arctic climate.
- Added player has come online notification.
- Added updated version available notification.
- Added adversaries. An adversary is a specific pirate that ties to the player. Players will first encounter their adversary once they leave the starting region. Defeating your adversary will be very rewarding, but also quite challenging. Once defeated, your adversary will not be seen again for a few hours.
 - **Patch:** due to this feature first being uber broken at first and later players mentioning that it's not that fun, it's now optional, and disabled by default. You can opt into this feature to offer feedback by using the new **/beta** command. Opt out the same way at any time.
- Quest NPCs will no longer be visible on the map until the player actually discovers them.
- High-ranked AI will now automatically hire followers, making them that much more dangerous. Expect Pirate Lord Trains of Doom™. Pro tip: if you're solo, use this as an advantage to capture something on the other side of the region.
- Challenging a region now locks the flag timer for 20+ minutes.
- Challenging a region now asks present players to vote. Each player's vote depends on their reputation. The higher their faction's reputation, the more their vote counts. The total count of "for" votes must exceed the "against" for the challenge to go forward.
- **Patches:** Rogue "welcome train" of pirates should be gone now. Make sure to restart Steam to ensure it recognizes that there is an update.

2015-02-13

- Added a Diving Suit that can be used to salvage nearby shipwrecks.
- New players joining MP servers will now begin in the lowest challenge region for their faction instead of the most populous.

- Fast travel now requires the player to meet the talent point requirement.
- Talent points needed for regions can now be visible just by hovering over them.
- The /who all command will now show player levels and specialization, same as /who.
- Chain Shot is now a lot more effective as it now places a speed/mobility debuff on the victim.
- Added server hosting information to the list of useful links.
- Fixed an issue where poor reputation would allow players to buy cargo for free.
- You can now level up items by spending gold or talent points (past 101) in size 10 towns.
- Further lowered repair cost. It's no longer based on the value of the hull.
- Skills that instantly activate such as Hasty Repairs will now correctly consume resources.

2015-02-12

- All items now have talent point requirements. Players that don't meet them won't be able to equip them.
- All towns now also have talent point requirements. Players that don't meet them won't be able to enter them.
- Driving out pirates will now automatically flip all pirate-controlled buildings to the winner's faction.
- There can now be only one Pirate Lord out at a time, and he will always drop loot.
- Added /die command for when you get stuck.
- 2 allies brought with the player into another region should no longer spawn on top of each other.
- Added support for inland regions with lakes.
- AI flying ZPL-1700 should now be able to capture objectives properly.
- Fix for parsing of floating point values from text files on Linux under european cultures.

2015-02-11

- There is now a rare chance of level 20+ regions spawning a Pirate Lord -- an elite boss that drops good loot. Beware of these, they are **very tough!**
- Legendary specialists will now always have Regen on them in addition to whatever other effect they have (only applies to new drops).
- Towns can now be placed in more places, but they must now be spaced farther apart.
- Elite bosses (pirate lords and Edimas right now) are now immune to the IWIN skill, but can no longer repair themselves.
- Right-clicking an item at sea no longer shows the "sell for X gold" option. You must be docked first.
- The initial number of towns placed in each region will now be randomized.

2015-02-10

- Player save files will now be in compressed format, minimizing the amount of bandwidth needed to transfer them back and forth.

- Added a couple of safety checks for some very rare (and harmless) null exceptions that were showing up on some occasions.
- Stopped error message logging from sound-related issues on Linux. This doesn't resolve the actual issue the player had as it's some Linux driver issue, but at least it hides the error spam.

2015-02-08

- Challenging control of regions should now work properly again.

2015-02-07

- Lowered the initial challenge timer to 10 minutes.
- Capturing objectives in PvP now increases the challenge duration by an amount relative to how long it takes to capture that objective, maxing out at 20 minutes.
- Winning a regional contest no longer flips all towns and structures to the winner's side, seeing as it makes fortresses rather pointless.
- Eliminating the last unit in PvP will now win the match, regardless of how much time is remaining on the clock (note: players count dead or alive).
- AoE effects following ships won't look like they're gliding anymore.
- Made water splash sounds more quiet.
- Made docking bell sound more quiet.
- Fixed an issue that would sometimes allow players with slow connections to change world settings of online worlds.

2015-02-05

- Added Polish characters to fonts.
- Buying a new ship will now automatically equip it, if possible.
- Challenge level 0 regions can't be captured anymore.
- Added the Italian localization to the game, with [Lorenzo Epifani](#)'s consent (the translation's author).
- It's no longer possible to remove guard towers belonging to other factions.
- You can now use the scroll wheel to edit the challenge levels of each region at world creation. Do it after placing the factions but before entering the world.
- Improve Structure buff is no longer unlimited. It now lasts for up to 10 minutes.

2015-02-03

- Opening Sealed Letters should no longer cause other players to see the quest dialog when playing in multiplayer.
- Fog should now correctly prevent capture.
- Buildings and towns with other friendly units nearby can no longer be captured.
- Buildings with enemies nearby can no longer be repaired.
- Towns covered in fog can no longer create new ships.
- Towns with ships in the harbor can no longer create new ships.

- Added the German localization to the game, with Michael Mantz's consent (the translation's author).

2015-02-01

- Admiral rank now gives the ability to always hire ships for free and will always bring allies with the player into new regions as if the player had a skull rating, even via fast travel.
- Changed the way trading works:
 - The farther the resource is being produced from the town that needs it, the more that town will be willing to pay for it. Buying out all nearby supply of desired goods can yield much greater profits.
 - Market fluctuations will now affect prices. As the overall supply goes down, your shipments will become worth more. If there is no available supply of certain goods, those goods will be worth even more. Knowing this, savvy captains can create their own shortages of goods and corner the market.
 - Resources that are not being produced in the region can now be sold for more (useful for cross-region trading, as well as resources for which the supply has simply run out).
 - Prices are no longer fixed at the time of the purchase. Goods bought in low level regions will now fetch a fair price in higher level regions and buying goods in high level regions will now net a profit when sold in low level regions, where before there would be a loss.
- Completing a trade will now show how much you've earned or lost doing so, including the profit margin percentage.
- Hovering over a demand item will now show you the closest town where it can be found.
- Hovering over a production item will now show you the closest town that wants it.
- Cheaper goods now have a higher profit margin than the more expensive goods.
- Diplomacy is now less effective at improving prices, since now distance to the closest production source has an effect on it.
- Rewards from delivery type quests are now affected by distance to the destination. The farther the destination, the more you will earn.

2015-01-30

- You can now rename towns again.
- Establishing embassies should now immediately update the world map.
- Added a mod selection window to the start of the game.
- Player characters now get bound to mods used to play them. This means that once you play with a specific mod enabled, you will always need this mod to play with that character. You will be warned before this irreversible binding takes hold.
- When players capture pirate-controlled towns, there is now a chance that they will liberate it for another non-hostile faction instead. For example: a Valiant player captures a pirate town, and instead of it becoming a Valiant town, it becomes a Consulate town. This will add some diversity as well as let players gain reputation with other factions.

- In PvE situations all non-pirate ships now count as one faction for the sake of team balancing. This should reduce lag and keep teams fairly balanced against the pirates.
- Slightly reduced the effectiveness of Diplomacy when it comes to aggro range reduction.
- Flags will no longer be awarded if the player already has them in the vault.
- Path trail will now be visible over terrain as well, not just water.
- **30.2:** Enabled cloud saves.

2015-01-29

- Servers that get removed from the public list will now be immediately removed on clients that are watching the server list.
- Lobby server (used for the server list) will now correctly remove stale servers.
- Hopefully properly fixed an issue that was preventing public servers from reconnecting to the lobby (server list).
- Town icons will now always be on top.
- Unequipping a flag no longer resets the cooldown timer.
- Syndicate now requires players to have at least 50 talent points before offering them to join.
- Added a new skill that will be granted to players after 10 minutes of combat. It's called I.W.I.N. and I'll let you guess what it does...
- Added two new quests that you will find among the floating loot.
- Certain quests will now offer items as rewards
- Added /anonymous mode that will hide player's country flag as well as make them hidden from /who all.
- Spyglass will now provide extra zoom on larger ships.
- **29.1:** Trading cards are live.
- **29.1:** Improved Syndicate's base colors a bit.

2015-01-28

- Syndicate players will no longer see "can't capture anything here" messages.
- Made Windward work on 4k monitors / TVs.
- New players will now always use their faction's colors until customized.
- Explosive charge should now be usable on a zeppelin that's not flying.

2015-01-25

- Quest NPCs will now only be invulnerable until the player gets close. After that they're fair game and players going out of range won't make them become invulnerable again.
- Poison cloud, inferno and mortar can now all be used outside of combat.
- Reduced the range stat of siege towers at higher levels.

2015-01-20

- Syndicate faction no longer accepts embassies.
- Syndicate players can now always challenge other factions (even if they don't have a presence nearby), but can't establish embassies.

- Syndicate faction's control should now be visible at the top of the screen.
- You can no longer bribe ships if your faction has enough ships on it.
- Captain, Crew and Specialist items will now gain levels as you earn experience. The item level can't exceed the challenge level of the region you are in.
- Building a siege tower will now complete both the "build a guard tower" and "build a lighthouse" quest, as it counts as both.
- Made Syndicate's color a little bit lighter so it's easier to distinguish from pirates.
- Flags will no longer drop for you if you already have that flag in the vault.
- Faction that wins the contest war will now automatically assume control of the entire region.
- Support specialization's aura's skill cost reduction will now be visible on tooltips as well.
- AI logic was a bit messed up: they were still updating objectives while in combat.
- AI should now aim water barrels a lot more effectively.
- Faction that wins the PvP challenge will now assume control of the region.

2015-01-19

- Completing a quest will now boost production of a random commodity in the town where the quest was given.
- Delivering cargo will now grant a random quest in the town where the goods were delivered to.
- Guard Tower and Lighthouse building quests should now be available again.
- Offered quests are now going to be less likely to repeat.
- Tweaked the ship's hull shader, adding some glossiness to make ships look better. Most noticeable with dark colors.
- All factions now have a unique look.
- Added a 6th faction. This faction won't appear at world creation, and you can't choose it from the start. You can get invited to join it after doing enough missions for them, however. Note that this faction is a lot more selective than others, so the reputation requirement for it is much higher.
 - Pro tip: want to get a flag for it? Try the Development Server.

2015-01-17

- Added a theoretical fix to an issue where AI would simply stop doing anything. This is a very odd bug. Unity engine simply stops executing coroutines without any warning or reason. If my "fix" resolves it then I'm going to have to rewrite a lot of code...

2015-01-16

- Fog now prevents capture.
- Added some code to eliminate the player ship duplication bug.
- Minor tweaks to the networking code to improve security and memory management.

2015-01-13

- Permanent PvP setting should no longer prevent stats from accumulating when driving out pirates (for the summary screen).
- You should now be able to steer and accelerate/decelerate at the same time using a controller.
- If the player doesn't get credit for Edimas, they should now be able to restart that part of the ZPL quest by docking in the same town and right-click advancing the quest as before.

2015-01-12

- 360 controller should now work better with the zeppelin.
- Country flags should now be offset so they don't obscure the player's name.
- Added extra checks to ensure that locked worlds can't be modified.
- Lengthened the respawn timer cooldown that towns get placed on towns after some ship spawns there. Also lengthened the cooldown caused by hostiles being nearby.
- Added some tweaks to hopefully address a couple of minor issues.
- Improve buff should now correctly repair buildings when outside of combat.

2015-01-11

- Support specialization's Elite Training talent now also reduces capture duration.
- You can no longer place structures outside the play area's bounds.
- Players no longer take a reputation hit when they capture towns belonging to other factions.
- Fixes to the server app making it work with UPnP better.
- Added hotlinks to useful resources to the game's main menu.
- The server list will now show the country where the server is located.
- Players will now have country flags next to their names to better differentiate them from the AI ships.

2015-01-09

- Faction progress indicator will now be shown on permanent PvP worlds.
- "You can't capture anything" message will no longer be shown on permanent PvP worlds.
- Contested regions will now be clearly marked on PvP worlds.
- Item level is now based off of the item's summed up stats instead of being a fixed value.
- The game will now always wait to receive server-side settings before allowing the player to open the world map upon joining a server.
- Low faction rep should no longer prevent you from shopping and should let you enter towns correctly. Really low rep will still prevent you from doing both.
- Reduced the number of siege towers in challenge regions 13-18.
- Significantly reduced AI engagement range in regions 8+ to reduce epic swarming. Note that trying to capture a town in the middle of the region will still bring everyone to you. Try starting at the edges instead.
- Pirate Captains will no longer use the +Hull buff. They have enough HP without it.

- Pirate captains will now randomly pick between Mortar, Inferno and Poison.
- Removed the see-through-fog ability of siege towers.
- Defensive specialization's Indomitable ability now reduces AoE damage by up to 75% (before was 85%), but now also improves damage by 75% of hull and allows the ship to turn faster while stationary.
- Some AI ships will now be using the Water Barrel (schooner, royal brig, galleon, zep). When you hire those ships, they will prioritize tossing barrels at you over other abilities.

2015-01-08

- Hitting Enter should no longer close with the last opened window.
- Flame symbol should now be correctly clamped on the bottom.
- Kill rank-based hiring should no longer affect pirates.
- Chat will now be kept as players travel from one region to the next.
- Players can now respawn in neutral towns (coop).
- Players can now capture towns and structures on behalf of another faction (coop).
- Aura buffs now affect other non-hostile factions (coop).
- Unit sight is now shared between non-hostile player factions (coop).
- Region challenges and results of such challenges will now be broadcast to everyone in the world.
- When the region is contested, player stats will now scale to the region the player is in. This also means that lower level players will have their stats scaled up. When scaled up, only the item stats will be scaled. The ship the player is sailing will remain as-is.
- Added a new option to World Options: permanent war (PvP). When enabled, players of different factions are always at war, can capture anything anywhere, don't lose reputation on kills, and can't see where other players are in the world if they are on another faction. Flag changes also have a much longer cooldown (1 hour).
 - Pro-tip for PvP communication: use /team for local chat, /gt for global team chat.
- Updated the game server (WWServer) to support custom logging packets sent by clients, print timestamps of all events, and auto-reconnect to the lobby server on disconnect. **All server admins should update their WWServer executable.**

2015-01-07

- Once a region is challenged, everyone can now capture everything. This means that if the dominant faction challenges the region where some faction established a single town as an embassy, that embassy faction will then be able to capture the rest of the region, even if they have no nearby region (note: embassies can't challenge regions on their own, so only the dominant faction would be able to do it).
- Reputation was not cached correctly. Player's faction rep was used for everything instead of the player's reputation with the faction of the town the player was docked at.
- Black Flag is no longer usable in challenge level 0 and 1, but it is now usable above challenge level 8. Instead of 8 being the cap, it's now based on the player's item level -- so a player with level 24 equipment can now be a pirate in regions with challenge 23 and lower.

- Failing a quest would show its description instead of its name as of... one or two updates ago. Fixed.
- AI will no longer automatically follow the players with a skull rating. Instead the player now has the option to hire them for free.
- Quest NPCs can once again repair themselves.
- Players will now have 10 seconds of invulnerability after respawning.
- Players no longer get teleported back to the closest faction-controlled region when they die deep in the pirate territory.
- Made both the minimap and the large map bigger.

2015-01-06

- Removed the “creative tools” option as it has outlived its usefulness.
- Added a new world option: “Limit Item Stats”. If chosen, stat bonuses given by items will be scaled down if a high level player enters a low level region.
- Windward now fully supports custom modding. You can now write your own C# DLLs and the game will load them, allowing you to change just about anything you wish.
 - Video: <https://www.youtube.com/watch?v=hC4GiD67SpA>
 - Writeup: https://docs.google.com/document/d/1IUyj7eSA8yhpQftPJS_ObeuUo6iyMUkL2DVQi95jaBE/edit?usp=sharing
- Simplified the way config and localization modifications are specified. Both configuration and localization changes are now merged automatically, and are no longer sync'd -- so a player with a German localization can play side by side with someone using a Portuguese translation. In addition, since localization files are merged, the additional translations no longer need to have the English text in there at all.
- To play a modded game, players must have the same exact mods.

2015-01-03

- Potential fix for a bug that would sometimes let players modify base settings of existing dedicated servers (challenge level 0 bug).
- Small improvement to the questing system. Not all quests should be available. Instead, the town should add quests from a pool of possible ones, with duplication also possible. So it should be possible (though unlikely) for a town to offer several Pirate Captain quests. Towns will reset the list of available quests approximately every half hour as well as when they grow.
- AI will now prioritize recapturing towns over everything except immediate combat.
- Quest NPCs will now move at half speed, making chasing them down much easier.
- Invincible achievement will now unlock if there are no friendly units nearby. Before it wouldn't unlock if there were other enemies nearby.
- Added a version check that will be performed when the player connects to the server. Players that are using out of date clients will be immediately disconnected.
- Windward will no longer automatically open up port 5127 for you when you just create/continue a game. If you want friends to join you, you will either need to open it

yourself on your router or start a private dedicated server. Dedicated server will still open the port automatically if UPnP is functional.

- The game should again correctly load players on servers that don't allow client-side player files.

2014-12-22

- Explosive Charge should now be again usable in shallow water.
- Capture and Defend points should now be recorded correctly for the multiplayer summary screen.
- Added notifications for players entering and leaving the region that you are in.
- /who command will now show player's average item level and their specialization.
- Quest pirates will now be completely ignored until a player gets close.
- Defensive specialization should now be again called "Defense" instead of "Armor".
- Sails will no longer salvage for wood.
- Selling via drag & drop should now also work in combat.
- Fix for an obscure exploit.

2014-12-21

- Removed the ability of pirate captains to use Mortar below challenge level 5.
- Pirates must now be defeated first before the "Challenge" button appears (PvP).
- Added a built-in server browser. To add your own dedicated server to the list, run WWServer.exe with the following commands:
 - *Windows*: WWServer.exe -name "**Server Name**" -tcp **5127** -public
 - *Linux*: mono WWServer.exe -name "**Server Name**" -tcp **5127** -public
 - Replace "Server Name" and "5127" with your own values. 5127 is the TCP port (and it doesn't have to be 5127 -- pick the one you want to use).
 - Add a **-world "World Name"** parameter to load a specific world.
- You can now right-click share items, sell, give, and more in combat. Previously you were limited to being outside of combat only.
- Windward server will now save the world periodically (every 2 minutes).
- World map generation can no longer give faction control above challenge level 3.

2014-12-20

- Significantly reduced the strength of guard towers at early levels.
- Friendly AIs were not using proper ships like the pirates were. Their ships were either too high or too low level. This should now be fixed.
- AI should no longer get confused attacking guard towers in groups.

2014-12-19

- You will now turn 300% faster while docked and 33% faster than before while stationary.
- New players will now be started with equipment (previously it was awarded when they upgraded their ship).
- You can now remove structures using the Explosive Charge skill.

- Added a message that will show when no more suitable spots for new towns remain.
- If Edimas gets killed somewhere away from you, you can now restart that part of the zeppelin quest.
- Added 4 new map generators capable of generating river-like maze maps. Will only appear in newly created worlds. In case you're wondering, this makes it 16 different map generators.
- Fixed an issue with hostile lighthouses that would get AI confused sometimes, making them just stand around.

2014-12-18

- Added a Vault to towns. It's a private 30-slot extra inventory space that's shared between all characters on the same Steam account. Use it to store useful items or to simply transfer items from one character to another with ease.
- Item auto-compare will now be much more detailed and will color compared stats red or green to make things easier. It will also show the sum of all stats.
- Certain items (cannons, ammo) were missing some stats.
- Added more variety to which stats can appear on items (within reason).
- AI will no longer use skills on lighthouses.
- Triple Digits achievement is now Four Digits. Same idea: reach 1000 on any stat (used to be 100 before the stat changes).
- Reduced respec cost. Below 10 points it's simply 1 gold, then up to 30 points it's 100 gold per point, 250 gold per point until 70 points, then it becomes 500 gold per point. Previously it was 1000 gold per point.
- You can no longer turn off player ships option at world creation if you are not running a dedicated server.
- AI should no longer be getting stuck, and when you get reefed your ship will automatically push away.
- Adjusted sight / attack range of units and towers and made it so that if something is in combat with you, you will also be marked as in combat.
- Made minimap icons a bit more legible and made towers and lighthouses smaller.

2014-12-17

- Towns will now reset their inventory when pirates get driven out, so you no longer have to wait for an hour (or make towns grow) to have their inventory update.
- Pirate raid quest got a bit of love. It should spawn ships in better locations, mark them as quest NPCs properly (meaning a player needs to be nearby to harm them), and will include pirate captains at higher challenge levels.
- Subdue quest pirate will now repair itself, and can no longer be hurt by friendly fire once they surrender. To complete the escort part you can just right-click the source town and send the follower there, same as any other follower. You no longer need to actually go back to the town yourself.
- Diplomacy-based aggro range reduction should no longer affect other things like experience gain range.

- Sight and aggro ranges are now separate, and have both been adjusted to avoid the situation of where something was shooting at players from way off-screen.
- Fixed a bug that would sometimes cause AI to try to endlessly capture something that's already captured.
- Fix for the bug that was causing AI to circle repeatedly after getting close to their target.
- Persistent server's configuration will now always be automatically updated by the first updated client. Before it was simply ignoring the server's configuration and keeping the client's, but this didn't account for the case when clients had different (modded) config files.
- Added an indicator visible when first entering a region that shows the region's challenge level and its associated difficulty.
- Changed the way stationary turning works. It should now be much more difficult to get your ship stuck and to tilt it weirdly when beached.
- Fixed an issue with loot that would sometimes get picked up visibly but would never get added to the player's inventory.

2014-12-16

- Spyglass will now also offer an extended zoom range at all times.
- All loot is now local to you. It's no longer shared with other players.
- There will now be a greater variety of pirate ships in the higher challenge regions since top ships are now all useful.
- Zeppelins will now drop loot.
- Added a way to reset the talents.
- Significantly lowered health of all pirate captains.
- Raised Corvette's hull to 250% (from 200%) and damage to 400% (from 370%).
- Range stat's effectiveness has been reduced. Everyone was shooting from way too far away at higher levels (and way too quickly), which was making Corvette's agility much less appealing than it should have been.
- Towns will no longer offer items for sale until the region has been cleared of pirates.

2014-12-15.1

- Due to a noob mistake, captains had 900% HP and were doing 225% damage instead of 400% and 125%. This should now be fixed, and the values are further moddable via the config file pending further balancing changes.
- Guard towers, much like captains, also had too much HP and damage. They've been nerfed, and should now do roughly 60% of the damage they were doing before. Also moddable via the config file for easy tweaking / balancing.
- Defense specialization aura now also grants Armor.
- Reduced AI's Accuracy and Range bonuses down to half (they were double what they should have been).
- Fast travel via the world map should now again correctly place you in towns rather than on the edge of the map.

2014-12-15

- Royal Brigantine now has 4 cargo slots, Brig of War has 3, Ship of the Line now has 4, and Corvette was raised to 3.
- Rebalanced the base stats of all ships. They now progress more gradually and are priced accordingly. Sloop of War, the first upgrade, was also lowered to 2000 gold.
- Galleon is now ideal for the Support line with the highest Diplomacy (other stats were raised a bit as well). Frigate now has higher damage than the Ship of the Line (but less health) for those that prefer a heavy hitter. Corvette still has the highest damage of all ships, but it's much more fragile than the heavy ones.
- Challenge level 0 regions should no longer spawn pirate raids.
- Fixed an issue where unequipping certain zero-gold items (flags) would cause them to disappear.
- **New stat system.** In short, with the new stat system, the ship the player is sailing applies a modifier to all stats. For example +10 hull may give exactly +10 on a Sloop, but on a Ship of the Line it will be +42 because it has a 420% hull multiplier (moddable via the config file). Most stats now also use a logarithmic curve for diminishing returns.
- Critical hits now affect all effects, and crit chance is now on a logarithmic curve like other stats. Durational effects will last twice as long on a crit, water barrel will repair twice as much, and Mortar will do double damage.
- Specialist buffs are now percent-based (currently 20%), making them much more interesting. Their duration is now also doubled by crits.
- Luck talent is now much more potent with the recent changes as it doubles the chance of getting higher quality items. Currently this means that instead of 1 in 10 chance of quality going up, it's going to be 1 in 5. This affects all quality tiers. Legendary drops are 1 in 10000 for example, so maxed out Luck will make it 1 in 5000. That said, the game is being balanced for +2 equipment at Ch12, so you don't need to worry about obtaining such rare drops.
- Large hits that do more than 50% damage in a single hit will be shown differently from other damage (for those sweet sweet mortar crits!)
- Hovering over stats will now give detailed information on the active effect they provide, if possible.
- **New itemization system** to go with the new stat system. Items now have levels, and the stats of dropped items will grow gradually with each new challenge level. Item quality now reflects rarity rather than where you obtain it, and further boost the existing stats. You may get lucky and find a Blue drop in Ch5, and it may still be better than the regular stuff you will find in Ch7 and Ch8, for example -- however the rarity of such drops will be **much less** common than before. Don't count on seeing a lot of epic and legendary drops anymore. All items now also have a set number of stats to distribute among a certain number of elements, but the distributed stats will always add up to the expected total.
- Added a new stat: Armor Piercing (to counter Defense, which is now called Armor).

2014-12-11.1

- Buffed up the Defensive specialization. All 4 talents have had their effects improved quite a bit.
- Support line's aura will now also add defense, defense penetration and increased health to nearby non-player allies (in addition to the regeneration effect it grants to everyone).
- You can now combine Grappling Hook with a Spyglass.
- Ammo coating, water barrels and mortars will now be much less common in ch13+.
- Reduced drop rate of items in Ch13+ regions while the region is still owned by pirates or there is a pirate raid underway to the same levels as item drops in pre-ch13 regions. Reason being they had 8 times the regular drop rate... and that was a bit excessive, especially with the recently added specialization talents making it much easier. Now it's twice the regular drop rate.
- When killing pirates, reputation will now be rewarded with the faction of the closest town (unless it's hostile). So if you are fighting next to an embassy town, you will be getting faction with them instead of whoever controls the region.
- You no longer lose reputation in PvP if the other faction has at least one player.
- You will no longer be placed in combat after hitting the shore.
- Capturing a town now automatically changes the faction of nearby structures that are not capable of fighting back. Establishing an embassy now also takes control of nearby defenses and lighthouses.

2014-12-11

- Added more Diplomacy to items now that the Support line needs it.
- Changed how prices are affected by diplomacy since the diplomacy can get much higher now. You won't notice any difference at lower levels, but higher levels will be affected.
- Fixed a null exception bug. Releasing an early 12-11 because of this one.

2014-12-10

- Ramming damage is no longer based on HP. This should fix the issue with those pesky captains in ch13 ramming you to death. The amount of damage inflicted is now based on the ship's size, and gets capped much lower.
- AI will now prioritize close-proximity repairs over capturing objectives.
- Diplomacy is now a 2 point talent instead of 3.
- Luck is now a 3 point talent instead of 5.
- Improve hull is now a 2 point talent instead of 3.
- The "safe" regions mentioned in the last patch weren't calculated properly.
- Raised Corvette's damage and Ship of the Line's hull. Also slightly altered other ship's stats.
- Lighthouses will again change colors properly when captured.
- 1 hull = 25 HP now (up from 20), but defense was dropped from 5% to 4% per point.
- Debuffs can no longer drop Defense below 0.
- Added 12 new Specialization talents: defensive, offensive and support. Like previously available talents you can eventually unlock all of them, but unlike other talents only one

specialization can be active at a time. You can change your specialization freely while in town. Quick summary of the new talents:

- Defensive
 - Boost Defense as health goes down
 - Improved HP aura
 - Reduce ramming damage taken, reduce cooldowns of defensive skills
 - Reduced damage from AoEs
- Offensive
 - All cannonballs reduce target's defense for a short time
 - Improved Damage aura
 - Reduced cooldowns on offensive abilities
 - All offensive AoEs now cling to enemies and reduce their repair efforts
- Support
 - Reduced aggro range (must get closer to enemies to attack / be attacked)
 - Repair (regen) and resource cost reduction aura
 - Reduced cooldowns on support abilities
 - Water Barrel is more potent, Fog of War lasts longer and clings to enemies
- Quick disclaimer about the new talents: as all new additions they are subject to balancing after extensive play-testing. The talents have been play-tested and seem to work, but if you see something that doesn't work or isn't quite right, please mention it on the forums. Feedback on the new talents would also be most welcome.
 - P.S. Currently the Offensive one seems to be the most OP, at least with my gear.

2014-12-09

- Damage done should now be shown correctly in MP on all players, not just the host.
- Pirates will no longer spawn in regions that are "safe" (no regions with pirate majority nearby).
- Once the pirates have been driven out, the pirates will assault the frontier regions in groups from time to time, replacing the occasional pirate spawns (that were also annoyingly frequent in higher challenge regions). Once driven back, there will be a period of peace again.
- Defense now reduces incoming damage by 5% per point on a logarithmic curve. First point reduces damage by 5%, the second point reduces the remainder by 5%, etc. This change makes defense more powerful, and defense debuffs as well (corrosive ammunition, noxious cloud).
- All damage is now reduced and/or increased by defense. AoE effects get affected at 50%.
- Corrosive ammunition's effect now depends on the Damage stat rather than being a static amount.
- The changes above increased overall damage by a fair amount, so all hitpoints have been doubled. 1 hull = 20 HP now instead of 10.

- Inferno and Poison Cloud no longer do percentage-based damage. Their damage is now affected by the Damage stat like all other abilities.
- Defense is no longer capped on items and will continue to grow past ch12.
- Increased Volley damage by 25% and reduced its cooldown from 6 seconds to 5.
- Holding the brake button (space bar) will now hold the zeppelin in place. Because let's face it, constantly sliding around with the wind is annoying!
- You can now name your player and your towns anything you wish (using chars like Â, æ, ć, etc).

2014-12-08b

- You can now rename towns.
- Water Barrel Launcher should now be priced correctly.
- Players that connect to an outdated game server will now automatically ignore that server's outdated configuration and localization data. If you mod your server, be sure to restart it after updates and be the first one to reconnect as the first person sets the data for others.
- Removed the constraint that was forcing game windows to stay on the screen. You can now move them farther off-screen than before. Just be careful to not move them too far as you won't be able to get them back without fast travel / reconnecting.
- Shadows should now move smoother in multiplayer.
- Turns out the "no longer pick up non-tradeable items" change was not working properly.

2014-12-08

- Players were awarded kill points erroneously in MP after repairing a structure.
- Damage and repair amounts should now be recorded correctly in MP (summary screen).
- Pirate-controlled buildings in home regions should now be capturable.
- Challenge level 0 regions can no longer be contested, and Black Flag doesn't work there anymore.
- Added a new item -- Water Barrel Launcher. Can be used to quickly put out fires (read: small AoE repair). This type of repair can only heal up to 75%. The amount healed depends on the Damage stat.
- Player will no longer pick up non-tradeable items that he already owns (flags, construction kits, etc).

2014-12-07

- Fixed a couple of null ref exceptions that would show up on some occasions related to AI and destroyed ships.
- Added achievements for Linux players.
- The game will now regularly back up player files (every 30 minutes of gameplay).
- Hovering over any desired resource will now show which climates it can be found in.
- Fixed a couple more mostly harmless null errors that most people never even saw.
- Reworked the way skills are put on a cooldown to address a couple of issues.

- You can now right-click bribe pirates to join you. Consulate gets a notable discount. Exchange gets a lesser discount. Affected by Diplomacy, but a lot more expensive than hiring allies.
- Patch: Lighthouses were not built properly. Fixed.
- Patch: Price of items sold at towns was capped twice. Fixed.
- Patch: AI should be able to capture and repair buildings again.

2014-12-06

- Fixed an issue with Mortar doing double the intended damage on a direct hit, often one-shotting players. Direct mortar hits will still do double damage to AI. Aim carefully.
- Fixed the quality of dropped items in higher challenge regions (it was capped too low).

2014-12-05

- The color quality of items were quite a bit off. This should now be fixed.
- Some legendary items had certain stats missing that should have been there.
- Rebalanced the prices of new randomly generated items.
- Active skills will now share cooldown timers, so you will need to choose which skill to use and when. They have different cooldown timers that will affect other related skills. For example, Chain Shot now has a 5 second cooldown, but will also put Volley on a 5 second cooldown when used. Using Volley will put both on a 7 second cooldown. Modders can change these values (and even remove skill groups) in the config file.
- To balance the new skill changes, all skills have had their cooldown timers reduced.
- Valiant's Reckless Volley skill now does less damage, but has a shorter cooldown timer.
- Sojourn's Aimed Volley skill now does more damage, but has a longer cooldown timer.
- Higher level ships will now use Mortar as well (before only bosses could use it).
- Fixed the Sealed Letter quest not progressing properly in some cases.

2014-12-04

- Configuration and localization changes will now be merged with existing ones when a new version gets released, making modding a bit easier. It's still recommended to restart dedicated servers every time a new update comes out.
- First player to connect to the server now sets (and resets) the configuration and localization data. This also means that most modded changes will take effect right away, without having to remake the world. Note that for dedicated servers you will need to restart the server to reset the "first player" counter.
- Added a Challenge Level range to the world creation options, replacing the values that previously had to be specified in the configuration file. Configuration file now has a new "challengeCurve" array of floats you can set to define a custom challenge curve.
- All new worlds will now go up to level 13 by default, possibly skipping some levels in-between.
- All home regions will now remain as challenge level 0.
- Dedicated servers with player characters turned off will now save them along with the Steam ID to ensure that players can't load other player's characters.

- The game will now automatically remember the last 5 servers you've connected to.

2014-12-03

- Fixed null exception in single player.
- Fixed inability to place factions and added information to world creation.
- Super secret 11th "ship" that's not exactly a ship. It took a while to add because it's unique, and because it required a special new quest just to unlock. Once you see it, you will understand.
 - Model - done.
 - Special ship code - done.
 - Special skill to toggle between two modes - done.
 - AI support for this ship - done.
 - Special handling of skills in one of the modes - done.
 - Special particle effects / animations - done.
 - Quest to unlock it - done.
 - Made the quest-giving item drop in-game.
 - Added a new achievement for unlocking this ship.
- Quest ships and bosses will no longer use Hasty Repairs as it makes boss fights retardedly annoying. I almost punched my monitor in frustration after getting the new boss down to 5% life after a 20 (!!) minute fight only to have him hasty repair himself back to half life, kill me, then repair to full via normal means. I then removed their ability to do so and sat here gloating: "What now, @#^&*! ? Yea, #&% you, that's what!!" :|
 - In retrospect I guess I could have just learned to be less of a noob.
- Hitting "X" to close the credits should now go back to the menu properly.
- Sealed Letter quest should no longer get into a broken state after choosing to go back to the town where it started.
- Made hitting the shore do less damage.
- Mac version will now have achievements.
- Bosses will now taunt you and your allies throughout combat.
- All AoE skills are now affected by the Damage stat.
- Bosses will now use the Mortar skill.
- Mortar now does double damage to bosses.
- Town's items will now be reset once an hour.
- Towns will now sell more wood, stone and powder.
- Greatly increased the appearance likelihood of customization items.

2014-11-24

- Fixed a null exception on death.
- Added extra code that will backup player files in case they get overwritten for that rare bug where player files can get wiped. Still need to track down the real reason.
- Bumped up all loot available for sale in towns (requires towns to grow to show up).
- Significantly reduced the price of high-end items. Together with the bumped loot in towns change this makes shopping for high-end loot a viable option.

- You can now specify the challenge level of all your zones in the Config file, including how high they will go. So if you wanted your challenge to begin at 13 and go up from there... you now can. This also lets you create perfect PvP worlds where every region is the same challenge level.
- Made challenge levels go up to 18 by default.
- Added itemization for ch14+.

2014-11-22

- Dragged item icon should no longer be detached from the item at resolutions higher than 1080p.
- Self-kills should no longer result in "soandso killed by soandso" messages.
- Changed the input behaviour a bit, hopefully fixing the occasional "stuck turning" bug.
- Menagerie achievement should now correctly be granted when all ships get unlocked.

2014-11-21

- Ships need to now be damaged by players in order to drop loot. It's no longer based on proximity to players.
- Reaching the Admiral rank with any faction will now unlock a new pennant on your ship.
- Added a new achievement for reaching the Admiral rank with any faction.

2014-11-19

- Ships that sink far away from players will no longer drop loot.
- Player ship's stats are no longer saved. They come from the config now.
- Ganker achievement is no longer awarded for killing yourself.
- Menagerie and Bigger is Better achievements are no longer awarded to new characters.
- You can now right-click on items to share their stats in chat.
- You can now rearrange all icons on your skill bar via drag & drop.

2014-11-18

- "Ganker" achievement should now be unlockable.
- "Unstoppable" achievement should now be unlockable.
- "Unequip" right-click option should now let you unequip flags at sea.
- Fixed an issue that would sometimes allow players to edit existing world maps.
- Added some extra code (read: hacks) to prevent Unity's physics going all crazy after collisions in multiplayer. Player ships should now spontaneously combust much less frequently.
- AI ships should now get stuck slightly less frequently.
- AI ships that explode due to being stuck will no longer drop loot.

2014-11-17

- Guard Tower achievement should now be unlockable.
- Raised the drop rate of all items.
- Raised the drop rate of customization items.

- Added progress indicators to some achievements that needed them.
- Added icons for all achievements.
- Added a new achievement: ship customization.
- Added a new achievement: combat repairs.
- Fixed a pair of null ref errors that crept into the previous update.
- Added a subtle Bloom effect to 100% graphics quality.
- Towns will now sell wood, stone and black powder (existing towns must grow first).
- Floating loot revealed by the Spyglass should now have proper icons.
- Lantern is no longer a cargo slot item (will affect future drops, not existing items).
- Specialists should now properly go up to Legendary (orange) quality.
- Changing graphics quality should no longer mess up the minimap.
- World creation stage should once again show initial faction information.

2014-11-16

- Added a summary screen that will show inflicted / repaired damage, kills, deaths, etc when pirates get driven out and when a PvP match ends.
- Added 27 Steam achievements. Only Windows currently supports the Steam integration (and thus achievements). OSX and Linux integration will come later. In addition, the achievements are currently missing graphics. This too will be rectified in a future update.

2014-11-14

- AI ships will now be synchronized by the channel's host as well, matching where AI logic happens. This should reduce ships jumping in MP.
- The game should no longer freeze the first time you generate a new world.
- Added an option to turn off the new camera panning.
- Raised the town name character limit from 12 to 20 characters.

2014-11-13

- The game will now pause in single player while the menu is open.
- Added a grappling hook that will automatically pull in nearby loot onto your ship.
- The camera will now pan around a little with the mouse / right thumbstick, letting you look around.
- Added a spyglass that is able to identify floating loot items and increases sight range.
- Added a spymaster specialist that gives you sight from all structures, regardless of faction.
- It should no longer be possible to enter towns from too far away by clicking on them.

2014-11-11

- Quest items will now be lost when your ship sinks.
- You can no longer give quest items to other players.
- Added even more checks to make sure that player saves don't run into a situation where one overwrites another.

- Added an option to turn off specular highlights on water for video streaming and video recording, since it greatly improves overall quality when video compression is used.
- Couple of minor bug fixes.

2014-11-10

- Improved the controller support to make a lot more sense. Left thumbstick for steering, triggers to accelerate/reverse, right thumbstick for aiming, left bumper for anchor, right bumper to use the active skill (just like clicking on a target).
- Added support for quests containing multiple stages.
- Added rare drop items that can start semi-random multi-stage quest chains with a good reward at the end. The reward's quality depends on how many steps it took to get to the end.

2014-11-09

- Helpful hints will now appear throughout your gameplay and will teach the basics of the game in a contextual manner based on what you're doing.

2014-11-08

- Added a marginally better controller support. It's still very awkward, unfortunately. I can't figure out a decent way to control the game using a 360 controller.
- Removed the map generator that was creating islands shaped like "C" which were causing some regions to be unpassable. Your existing regions using this generator may look odd with towns on islands in the middle of the ocean.

2014-11-06

- When playing multiplayer, AI will now be controlled by the player with the lowest ping.
- Changed how damage gets applied. There can now be 3 settings: host (lowest ping player), source (whoever is causing the damage), and target (whoever is being damaged -- this was the previous default setting). I'll be trying them out to see which one works best.
- Added some extra code to ensure that player characters get saved.
- Explosive ammunition now ignores the first 5 defense. Corrosive is still better with 15.

2014-11-05

- Mortar explosions should now affect buildings, and will do more damage.
- You can now remove the faction that started in the bottom left corner when editing your world.
- Swapped out the hand-written Pristina font with another one that supports Cyrillic characters.
- Added a difficulty slider to world creation.
- Added a slider that controls combat damage scaling to world creation.
- Mortar explosions are no longer affected by Defense.
- Added a Language selection drop-down list to the first screen.

- Made Defiance a lot more potent. It now raises hull by up to 300%.

2014-11-04

- Added a new item: mortar. Rare drop in higher challenge areas it's the improved version of explosive ammo coating that also grants a new AoE skill.
- Fixed an issue with the "zone ID -1" when creating new worlds.
- Turns out Siege Towers had the same stats as regular guard towers. Ahem. Oops?
- Scaled damage down at higher challenge levels gradually. The effect will now be that at lower challenge levels, combat is as fast as in the previous update, but at higher challenge levels the damage scales down, giving you more time to react and adjust your tactics. This felt necessary because damage is already naturally higher at higher challenge levels.

2014-11-03

- Starting regions can no longer be contested/captured.
- You can now draw your own world maps.
- Fixed the game not loading the modded localization file on start and the language drop-down list not working properly.
- A random seed will now be picked at start when creating a new world.

2014-11-01

- Improved store itemization. You can now find higher quality items in higher challenge regions in large towns.
- Made Defense much more common in pre-Ch9 regions. Hull, crew and specialist can now all have some basic Defense.
- Maximum price towns will pay for goods is now based on challenge level as well.
- Price of ships is now affected by diplomacy.
- Diplomacy is now less effective than it was before, since it's pretty easy to get it to a high value. It's now shaped like a curve, with it being less and less effective the higher it gets.
- The value of all trade goods has been reduced by 50% to balance the profit margins.
- Hire ship gold value is now affected by both Diplomacy and reputation standings.
- Quest rewards are now affected by both reputation and diplomacy.
- Expanded the rumors page to also include demands into consideration.
- Diplomacy now correctly affects reputation gain, like the tooltip mentions.
- Pirate captains were using ch13 stats in challenge regions 7 and up. Ouch!
- Quest rewards are no longer affected by town size.
- Paint and dye generator should now create richer, more vibrant colors more frequently.
- Fixed Inferno's hull damage. It's much more potent now.

2014-10-31

- You can no longer give flags to other players.
- You can no longer do business in towns where your reputation is too low.

- Added a new Rumors page to towns showing the player's reputation standing as well as any rumors available in the region related to trade. As the player's reputation increases, the number of rumors will grow and their content will become more detailed.
- Fixed a bug introduced in the last revision where you'd appear in a town after sailing to a new region instead of appearing on the edge of the map like before.
- Pirates will no longer randomly spawn on the edges of the map unless the region is fully under player control.
- Reduced respawn rate for pirates in low to mid challenge regions.
- Being close to a pirate town now invalidates its ability to spawn ships for the next 5 seconds.
- AI will now properly respect well-defended towns and will not try to siege them. This includes avoiding towns with high-ranked players near them.
- AI will no longer be aware of towns that are being captured if there is no active sight on them.
- AI will now again properly fear and avoid high-ranked players.
- AI will no longer gang up on enemies from across the map in regions below ch9.
- You can now right-click hire ships to follow you as an alternative to earning combat reputation. Hired help is more reliable than combat-gained followers.
- Doubled all damage. It makes the combat faster and more fun.
- First captured (or last remaining town) now creates 3 ships instead of just 2.
- Each town now increases pirate respawn cooldown by 25%. This means AI will spawn less frequently the more towns they have, and when they do they will be more spread out.
- Buildings that have been discovered by players (lighthouses, guard towers) will now mark all ships passing by as discovered as well, which will make them share their sight.
- All towns in challenge regions 3 and higher will now sell guard tower and lighthouse building kits.
- Reputation is now affected by the challenge level reward multiplier, going up with each challenge level.
- Reputation wasn't awarded on kills properly. Fixed.
- Ships are now bright dots on the map. Buildings and towns are dark (reverse of how it used to be).
- Inferno is now 250% stronger than it used to be.

2014-10-30

- Changed how world-related data gets stored. As a side effect, you will be able to choose a new faction when re-entering your previous worlds. Don't worry, everything is still there.
- Talent points were not affecting buff strength properly, as it turns out.
- Players no longer drop generated floating items on death unless their kill count is 4+.
- Crit above 100% now raises damage.
- You can no longer challenge regions where you can't capture anything.
- I thought ch13 loot wasn't in yet. I was wrong, but it had wrong stats. Fixed.

- Added a reputation system to the game. Your questing, trading and pirate-fighting is now tracked.
 - Sinking pirates raises reputation with the region's dominant faction.
 - Completing quests and trading resources raises reputation with the town's faction.
 - Sinking ships belonging to the faction or capturing their towns lowers the reputation standing with that faction.
- Added faction flags to the game that let you permanently switch your faction. Obtained by raising your reputation with other factions.
- Reputation now affects the prices of ships sold in towns.
- Most quests now have a reputation requirement before you can obtain them.
- Delivery type quests can now choose non-hostile towns belonging to other factions.

2014-10-29

- Pirate towns no longer have production. Just demands.
- Writ of Service quests (capture a pirate, defend, raid, etc) will now fail the quest if you take them to another region.
- Added Challenge Level 13. Beware. No, really: Beware!
- You can now find a tool that lets you build siege towers in challenge 13 areas.
- Black Flag no longer functions in regions above challenge level 8.
- Corrosive ammo coating now debuffs 15 defense instead of 10.
- Fixed an issue with not being able to capture some things.
- Boosted base stats on the Corvette to make it more inline with what I had in mind.
- Fixed an issue with respawning in places you shouldn't have been.

2014-10-27

- Black Flag will now drop from ch9+ areas (or ch7+ captains), rather than from any pirate ship.
- Slash (/) should now activate chat and remain there.
- In order to capture buildings and towns in regions, your faction must now own a neighbouring region first.
- Players can no longer respawn just in any region. They must own at least one town in a neighbouring region first. Dying in a far-away region will fast-travel the player to the closest region with a town belonging to their faction.
- If a player dies, and his faction no longer has any towns left, the player will now permanently switch his faction to that of the Pirates.
- Ally ships created from having stars will no longer follow you into new regions unless you can actually respawn in this region.
- Players belonging to the Pirate faction, whether permanently or with a Black Flag equipped can no longer use the Fast Travel map.
- Building placement for towns was not getting validated properly when players revisited the region. This should now be fixed.
- Pirate-controlled towns no longer give out quests.

- You can no longer switch ships if your cargo hold's items won't fit.
- Deflect now buffs Hull by 20%, 40% and 60%, respectively (instead of Defense)
- AI will now use Inferno earlier than poison cloud (they swapped places).
- AI has been taught to use Deflect.
- AI has been taught to beware of AoEs.
- Buffs no longer cause the skill bar to refresh.
- Haste is now Hasty Repairs: regenerates up to 30% hull and 60% sails over 10 seconds, has a 60 second cooldown and is only usable below 70% health.
- AI has been taught to use Hasty Repairs.
- Damage from ramming other ships is now capped at 50%.
- Ramming into a dead ship no longer does any damage.
- Only ch11 and ch12 items will have the orange color now (ch 9 and 10 are purple).
- AI has been taught to account for velocity, so all of their abilities will be much better aimed.
- Added a new more powerful guard tower (Siege Tower). Watch out for it in higher challenge areas (will not show up in previously visited regions).
- Improved the look of the lighthouse and guard tower by adding the missing AO and normal maps.
- The ability to capture things wasn't being validated properly. It should now be fixed.
- Added a message that shows up on the player's screen when they enter a region that can't be captured by their faction.

2014-10-26

- Fix for the issue where players could duplicate themselves in multiplayer.
- The cursor should no longer be huge on OSX and Linux.
- Some sounds were not affected by sound volume.
- Multiple people docked in the same town were causing UI to keep getting refreshed.
- Linux players were not able to right-click items. Added a work-around.
- All errors will now be saved in My Documents/Windward/Debug/wwlog.txt.
- Reduced the number of particles used by AoE effects.
- Added /who and /who all commands to see who else is playing, where, and on what team.
- The game will now check to see if it can write into the Documents folder on startup, and will warn you if it can't.
- You can now establish embassies in neutral territory. Doing so flips the town to your faction without starting a war. Only works in towns belonging to the dominant faction in the region and if the other faction has more than 2 towns remaining while you have none. To use, dock in a town and you will see a button show up.
- Changed how capturable objectives work a bit, allowing for multiple factions to be trying to capture the same thing. More ships now also makes the process go faster.
- Kill points (stars / skull) now carry over from zone to zone as you sail, but will be lost if you Fast Travel or log out.

- Sailing to another zone with kill points will now create up to 2 AI units next to you when you arrive, provided there aren't enough friendly units already.
- Pirate captains will now spawn randomly in ch9+ regions.
- Added a Black Flag item that lets you join the Pirate faction when equipped.
- Added a White Flag item that makes you opt out of PvP when equipped.
- Improved Hull on mid and large size ships.
- Raised prices on mid to large ships, seeing as gold is much easier to obtain now.
- Maxed defense no longer gives 100% resistance to damage. It's now 75%.
- Chain Shot and Volley can now be fired from the front-facing cannons.
- Repair specialist regen is now the same in and out of combat (0.5% per sec).

2014-10-24

- Added birds to the game, further improving ambiance (50%+ graphics).
- Added snow to the arctic climate (75%+ graphics).
- Ineligible quests (such as capture X when it has already been captured) will not show up anymore.
- Added a minimum placement distance to all structures.
- Towns will no longer request structures if they are already present.
- Added a new quest for towns with excess resources that let you buy them with a 15% discount.
- You can now sell back trade cargo to the town that you bought it from, just in case you can't find somewhere else to sell it (remember: hover over towns on the map to see what they need)

2014-10-23

- Fixed an issue where structures could spawn inside a town.
- Added /team chat.
- Added visible quantities to town tooltips on the map, and they will be visible for all non-hostile towns now, not just those of your faction.
- Town tooltips on the map also show how close the town is to growing in size.
- Dead ships should no longer count for the team balancing logic.
- Fix for some minor messages that were showing up in MP.
- Towns belonging to other factions will now auto-repair your ship, same as your own faction's towns.
- Chat will now automatically fill in /global or /team for you when you start typing based on the last used value.
- Players no longer respawn on top of other ships in some situations.
- The number of ships should now gradually go down after players leave.
- Reworked how loot is picked up to resolve a minor MP issue.
- Added marine life (75%+ graphics).

2014-10-22

- You should no longer be able to pick up the same loot multiple times in MP.

- Another attempt to get rid of RFC #1 messages in MP, seeing as last change didn't quite do it...
- It should no longer be possible for two ships to spawn in the same town on top of each other in MP.
- It should no longer be possible to flip over ships in MP, or make them go underwater (for real this time!) (Note: you can still tip them over, just not upside-down anymore)
- Found the code that was causing ship explosions to insta-kill nearby ships and removed it.

2014-10-21

- Higher challenge areas should now spawn more difficult ships.
- XP for capturing objectives should now be adjusted by the challenge level properly.
- With the new legendary loot being priced at absurdly high values, max item price when sold to towns is now 5000 rather than unlimited.
- Fix for the harmless RFC #1 message that was occasionally showing up in MP.
- Improve Structure talent will now also buff defense and no longer has an expiration.
- Newly placed buildings will now auto-build themselves.
- Buildings now cost more to create and repair in higher challenge areas.
- Turns out damage applied to sails wasn't done quite right. Fixed now.
- Added a Chain Shot ability. Players start with it, same as Volley. Boosted by the same talent as Volley.
- Added corrosive and explosive ammunition coating (goes into the previously unused item slot). Corrosive bypasses some defense and explosive does extra damage to buildings.
- AI will now react to captured towns in a much more hostile manner in higher challenge level areas.
- AI's initiative range will now increase with challenge level.
- All quest experience will now scale properly with the challenge level.
- Ships are now worth a bit less experience to balance out the extra XP from quests.
- Reinforced sails talent is now 3 times more effective, but has 3 points instead of 2.
- AI will now go after all visible targets in mid to high challenge areas, no matter how far they are.
- Friendly AI units weren't as powerful as they should have been compared to pirates.
- Fixed an issue where player stats were not sync'd properly initially in MP, leading to discrepancies with player movement and very noticeable jitter.

2014-10-20

- Added customization items to the game. You can now find items that let you dye your sails, paint your hull, and change the symbol you see on the sails.
- Pirates should no longer try to capture anything in the starting areas.
- Increased the starting movement speed a little.
- Reduced the explosion force from smaller ships.
- Quest-spawned pirates should no longer attempt to capture anything.

- Everyone will now gain experience from trading. Exchange will gain more.
- Larger towns will now take longer to capture.
- Towns will now show how many quests they need completed in order to grow.

2014-10-19

- AI ships should no longer explode randomly. Only when they actually get stuck.
- Pirates in heroic areas (challenge 9-12) now have defense, making Poison Cloud's debuff very useful to have there.
- Changed item quality colors, adding one more (for heroic gear). Don't panic if your purples become blues. Stats didn't change.
- Added player ship customization support: sail color, hull color, symbol, pennant texture.
 - Note: I added support for this, not in-game UI yet. Meaning you can mod it now. The actual in-game items (dyes etc) will come in the next update.
- Modded content is now loaded from My Documents/Windward instead of steamapps/Windward.
- Added a new ship -- Corvette. High-end light vessel.
- Rebalanced trading somewhat. Challenge level now affects prices, but the excess production/stronger need discounts are now 5% per extra point rather than 10%. Diplomacy is still just as effective, which makes it more important for traders.
- Factions no longer have faction-restricted ships, but rather get a 30% discount for their favored ships.

2014-10-18

- Fixed the lockout zone issue. Whew! Multiplayer should now work fine even outside LAN.
- Reduced repair costs down to 8% of what it was in 10-17.
- You can now get auto-repaired in neutral towns.
- Dedicated server will now load worlds from the same place as the game and you can use the "-world WorldName" parameter to choose which one it will load.
- Build town skill should no longer lead you to invalid locations.
- Added stat information (hover).

2014-10-17

- Item effects should now correctly follow players.
- Mouse control should now work even with an active skill.
- You should no longer get XP for friendly kills.
- It's now possible to obtain the "creative tools" item in regular game mode.
- Pirate bosses now drop special loot in addition to their heightened drop rates.
- Made Sojourn earn XP from discovering towns.
- Made Exchange earn XP from trading.
- Made Valiant earn bonus XP from combat.
- Made Consulate earn bonus XP from questing.

- Changed the experience curve. Don't panic if you don't see yourself getting any more talent points for a little bit until it catches up.
- Added a visible experience bar to the talents screen.
- Towns will now offer the best possible price they can for your items instead of giving the "too expensive" message.
- Repair cost is now affected by Hull item cost. The more expensive, the more wood it requires. Remember: repairs at the dock are free, and repairs in shallow water cost less!

2014-10-16 - Bug fixes

- Fixed a bug that was causing capturable objectives to never finish capturing in multiplayer. This should also fix the issue with AI units standing still.
- You should now be able to see the damage you're doing in multiplayer.
- Capturing towns was not being reflected properly on the world map for other players in the same zone.
- Last player leaving the zone was not marking the zone as not having any more players on the world map.
- It should no longer be possible for ships to get underwater.
- Added kill notifications for PvP.
- Filling up your inventory should no longer break the ability to pick up items.

2014-10-15 - PvP / Multiplayer fixes / Late game challenge & loot

- Added the ability to challenge control of zones (PvP).
- Fixed error message in MP on ship death.
- Fixed error message not showing when connection fails on the main menu.
- It's no longer possible for two people to accept the same quest.
- You can now give items to nearby players.
- AI ships will no longer take damage from crashing into the shore.
- Increased placement range on Create Town skill.
- Challenge areas 9+ will now be more difficult (in preparation for high-end loot).
- Challenge 9+ areas will now drop improved loot with stats not found elsewhere. The stats increase further with each challenge level beyond 9.
- Loot from defeated enemy ships will now have a chance of being items rather than resources (rising with each challenge level).
- Loot from bosses (Pirate Captain quest right now) will drop improved item loot in challenge 4+ areas (similar to drops in the 9th challenge area).
- Guard towers will now scale with challenge level. May be a bit much. Feedback welcome.
- Increased AI sight range at higher difficulties.
- Linux + Intel GPU will now use very simple water. Should be visible though.
- Minimap should no longer lose its texture after device context gets restored.

2014-10-14

- Made menu options key-bindable (right-click).

- RMB is no longer a valid key binding.
- Added a Language drop-down to options (only English is in by default, moddable).
- It's now possible to turn off mouse-based movement via options.
- FoW will now also be saved in My Documents.
- Added a warning when about to zone out.
- Barrels outside the zone range should be destroyed.
- Stray pirates will now infrequently spawn in all zones from time to time.
- Buying a ship wasn't enabling the "Choose" button properly.
- New "capture the pirate" quest.
- New "hunt down a pirate" quest.
- New pirate boss quest.

2014-10-13

- Added the ability to direct followers by right-clicking on the units on the map.
- Escape now opens the menu.
- Tab now opens the map.
- Worlds and players will now get saved under My Documents.
- AI ships should no longer fast travel players (zoning issue).
- Added drop-down menus to the campaign and username fields.

2014-10-12

- Added a spline-based path, replacing the arrow. Tentative addition.
- Fixed a bug with Luck breaking item loot.
- Unit FoW will now always be shared.
- Added a striped background to the game map to make covered areas easier to see.
- FoW is now on by default.
- Creative mode no longer gives 30 talent points, since this was confusing people.