SCM Infinite Horizons
[Stellaris Comprehensive Mod]
Patch Notes



Current Version 1.1.231 (Live Release)
Release Date: 11/12/2024

Known Issues:

- ☐ UI Overhaul is not compatible with this mod (Compatibility Patch Steam Workshop::UI Overhaul Dynamic + Ethics and Civics Classic) Future updates might break this!
- ☐ You better clean your SSD from unholy stuff, this mod is 2,5Gb in size now
- ☐ Some features might be broken, if you catch them, **please report them** in Bug Reports Form or Discord Bug Reports Forum

- [ ] Stellaris 4.0 is coming, and will break almost *EVERYTHING… AGAIN!*
- [ ] *Incompatible with: (will update this list at my best)*
    - [ ] *GigaStructures*
    - [ ] *Real Space*

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v1.1.312 Patch Notes (Patch 10)

In Honor of Wooly's Legacy

Bug Reports:

- System HQ now gives 1 system deposit every 5 years **(Fixed!)**
- Galactic Curators now provide their appropriate bonus for Culture Worker jobs **(Vanilla Bug - Fixed!)**
- Removed more redundancy that broke gameplay **(Patched!)**
- Syndicalism Civic & Imposing ideology Casus Belli now works properly **(Fixed!)**

What Changed:

- The Galactic Core:
    - Is now accessible through at least 1 Hyperlane Connection (You will still need Jump Drives in most scenarios) **(NEW!)**

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v1.1.231 Patch Notes (Patch 9)

In Honor of Wooly's Legacy

Bug Reports:

- Fanatic Authoritarian gives +2 Leaders Skill Levels instead of +2 Ruler Skill Levels **(Patched!)**
- Bureaucracy Civic now shows +1 Stability in its tooltip **(Fixed!)**
- Defense Platforms now get Disabled instead of being Destroyed with the Eternal Vigilance AP **(Fixed!)**
- Arcane Knowledge no longer shows in Options after being Chosen **(Fixed!)**
- The New Ascension Perks now function how they should be (Look down below for more details) **(Fixed!)**
- Lessons of the Seeders AP can now terraform planets to Gaia Worlds **(Fixed!)**

What Changed:

1. Ascension Perks:
    a. <u>Galactic Wonders & Arcology Project:</u>
        i. Tier 4 Perks can now be unlocked after 4 ascension perks are picked, even if you didn't pick any Ascension Path in particular. **(Damn you Florian)**



b. Grand Fortresses:
    i. Provides More Weapon Range
    ii. Protects your planets from being destroyed by Planet Killers (check buildings)

2. Planetary Decisions: **(NEW!)**
    a. Gardening Initiative Decision
        i. Locked under the Gardening Initiative AP
        ii. Provides Up to **5** deposits to the Planet

3. Edicts: **(NEW!)**
    a. ,Wartime Efforts:
        i. Unlocked with Path of Conquest AP
        ii. Effect:
            1. Reduces War Exhaustion on Planets by -5% the Bombardment effect
    b. Patriotic Call:
        i. Unlocked with Citizen Service Civic & **is at WAR**
        ii. Effect:
            1. +20% Naval Cap
            2. +20% Army Morale
            3. +20% Gov Ethics Attraction
    c. Divine Crusade:
        i. Unlocked with Defenders Faith Civic & **is at WAR**
        ii. Effect:
            1. +1 Templar Job per 5 pops
            2. +1 max rivalries
            3. +25% Rivalry Influence production
            4. -25% War Exhaustion
            5. +15% Ship Fire Rate

4. Armies: **(NEW!)**
    a. Assault Armies:
        i. Centurion Army **(NEW!)**
            1. Unlocked if:
                a. Has Ascension perk: Path of Conquest (Tier 2 perk from the Warmonger AP)
            2. Effect:
                a. Health: 3,5
                b. Damage: 2
                c. Morale: 2
                d. Morale damage: 1,5

e. Collateral damage: 0,75

b. <u>Defense Armies:</u>
   i. Hoplites **(NEW!)**
      1. Unlocked if:
         a. Main Species is Sapient
         b. Is not a Machine Empire (or doesn't have Machine Assimilator Civic, Machine Unit/Mechanical traits)
         c. Has Ascension perk: Defence of the Ancients (Tier 2 perk from the defence AP)
      2. Effect:
         a. Health: 6
         b. Damage: 2
         c. Moral damage: 10
   ii. Robotic Hoplites **(NEW!)**
      1. Unlocked if:
         a. Is Machine Empire
         b. Has Traits: Machine Unit or Mechanical
         c. Has Ascension perk: Defence of the Ancients (Tier 2 perk from the defence AP)
      2. Effect:
         a. Health: 5
         b. Damage: 1,5
         c. Moral damage: 1

5. Federations: **(NEW!)**
   a. <u>Espionage Federation</u> **(NEW!)**
      i. Unlocked if Any:
         1. Has Civic:
            a. Shadow Council
            b. Criminal Heritage
            c. Masterful Manipulators (Hive)
            d. Machine Manipulators
         2. Has Ascension perk: Tongues of Silver
      ii. Adds New Fed Perks
      iii. Protects its members from Steal Technology Operations
      iv. Provides its own Espionage Operations **(NEW!)**
         1. Lower Enemy Diplomatic Weight:
            a. If successful lowers the target country's DW by 10% for 10 years
         2. Steal Resources:
            a. If Successful steals 1000 Energy, Minerals, Food, Alloys & Consumer Goods
               i. The Target has to have it first in their stockpile
         ~~3. Sabotage Megastructure:~~
            ~~a. Can Sabotage every type of Megastructure if successful (Vanilla Megastructures anyway)~~



6. Policies: **(NEW!)**
    a. War Doctrines: **New** Options added:
        i. Grand Battleplan **(NEW!)**
            1. Unlocked with Great Conquerors AP
            2. +25% Ship home territory fire rate
        ii. Guerilla Tactics **(NEW!)**
            1. Unlocked with Great Conquerors AP
            2. +4 ship disengage opportunities
            3. +40% ship disengage chance
            4. -80% ship emergency FTL countdown
        iii. Spearhead Deployment **(NEW!)**
            1. Unlocked with Great Conquerors AP
            2. +40% ship speed
            3. +25% ship weapon range
        iv. Anti-Retreat **(NEW!)**
            1. Unlocked with Great Conquerors AP
            2. -2 ship disengage chance reduction
            3. +100% ship emergency FTL countdown
            4. +50% Ship fire rate

7. Districts:
    a. Urban Districts & Arcology Districts:
        i. Now provide +1% Planetary trade value with the Builders of Nations AP

8. Buildings: **(NEW!)**
    a. Grand Planetary Shield Generator **(NEW!)**
        i. Is an Upgrade to Shield Generators
        ii. Unlocked if:
            1. Has Ascension perk: Grand Fortresses
        iii. Protects Planets from Planet Killers
    b. Operations HQ (Starbase Building) **(NEW!)**
        i. Unlocked if:
            1. Has Ascension perk: Void Shapers
        ii. Every 5 Years it Adds a random Orbital Deposit in the System

9. Megastructures: **(NEW!)**
    a. Orbital Greenhouses **(NEW!)**
        i. Unlocked under Space Engineers AP
        ii. Produces Up to:
            1. 200 food
        iii. Upkeep up to:

1. 25 energy
2. 25 minerals

b. Orbital Solar Array **(NEW!)**
   i. Unlocked under Space Engineers AP
   ii. Produces Up to:
      1. 200 energy
   iii. Upkeep up to:
      1. 25 minerals

c. Orbital Mining Operations **(NEW!)**
   i. Unlocked under Space Engineers AP
   ii. Produces Up to:
      1. 200 minerals
   iii. Upkeep up to:
      1. 25 energy

d. Orbital Processing Plant **(NEW!)**
   i. Unlocked under Space Engineers AP
   ii. Produces Up to:
      1. 250 Alloy
   iii. Upkeep up to:
      1. 200 energy
      2. 500 minerals

e. Orbital Factory **(NEW!)**
   i. Unlocked under Space Engineers AP
   ii. Produces Up to:
      1. 300 Consumer Goods
   iii. Upkeep up to:
      1. 60 energy
      2. 300 minerals

What's Next?

10. Wooly's Legacy has been up to date and works fine as of Feb 17th 2025, but the game crashes everytime i merge it into the mod for the performance boost: ***Solution is to integrate it piece by piece ensuring the stability of the mod.***
11. It remains to resolve exactly [redacted] issues before we can update the mod into it's new look
12. Check the old patch notes for a more detailed look into the mod's:
    a. *Wooly's Legacy Patch Notes up to March 25th 2023, 21 Patches (48 Patches in total)*
    b. *WOOLTASTIC MOD PATCH NOTES up to Aug 19th 2021, 27 Patches*

v1.0.0 The New Horizon Update (Patch 8)

In Honor of Wooly's Legacy

Bug Reports:

- Wasteful Consumerism Civic doesn't provide 1 additional trade value to Clerks **(Fixed!)**

What Changed:

13. Added a *Large* Music Pack for your ears while playing the game
    a. Changed the Loading Screen MainTheme Song to fit the New Update **(NEW!)**

14. The following are scrapped from Wooly's Legacy Mod:
    a. Added 2 new Archaeology Dig Sites **(NEW!)**
        i. Old Lantea & New Lantea Archaeology Sites
            1. Locked under the Galactic Core DLC **(NEW!)**
            2. **For those Who don't know, Lantea is an old Empire Build in the Server. I'll leave it to gossip to reveal details about it!**



    b. Added new Ascension Perks: **(NEW!)**
        i. Age of Machines:
            1. Terraforms planets into Machine Worlds
            2. Locked under:
                a. Finished Tradition Synthetics (regular and machines)
                b. Tech Climate Restoration
        ii. Arcane Knowledge:
            1. Adds 0.05 Minor Artifacts to Archaeologists (new job)
            2. Allows the Research of **One Single** Archotech Technology without the appropriate Galactic Exploration Resolutions **(NEW TECHS!)**
                a. Adds +20% to it's progress

c. Added 1 Building: **(NEW!)**
    i. Archaeologist Station: (One per Planet)
        1. Unlocked Under Any:
            a. Any Galactic Exploration Resolution
            b. Ascension Perk: Arcane Knowledge
            c. Civic: Exploration
        2. Regular Empire
            a. +4 Archaeologist Jobs
        3. Hive Empires
            a. +4 Archaeologist Drone Jobs

d. Added 1 New Pop Job: **(NEW!)**
    i. Archaeologist:
        1. Category: Specialist/Planet Researchers
        2. Produces
            a. +4 for Each Physics/Engineering/Society
            b. Minor Artifacts:
                - +0.5 for Ascension Perk: Arcane Knowledge
                - +0.25 for Civic: Exploration
                - +0.15 for Resolution: Galactic Exploration Archaeology Initiative
                - +0.3 for Resolution: Galactic Exploration Outer Rim Expeditions
                - +0.5 for Resolution: Galactic Exploration Inner Core Expeditions
        3. -6 Consumer Goods Upkeep
    ii. Archaeologist Drone:
        1. Category: Complex Drone/Planet Researchers
        2. Produces
            a. +4 for Each Physics/Engineering/Society
            b. Minor Artifacts:
                - +0.5 for Ascension Perk: Arcane Knowledge
                - +0.25 for Civic: Exploration
                - +0.15 for Resolution: Galactic Exploration Archaeology Initiative
                - +0.3 for Resolution: Galactic Exploration Outer Rim Expeditions
                - +0.5 for Resolution: Galactic Exploration Inner Core Expeditions
        3. -12 Minerals Upkeep

e. Added New Galactic Community Resolutions **(NEW!)**
    i. Galactic Exploration:
        1. **Level 1: Galactic Exploration Archaeology Initiative**
            a. Unlocks the Archaeologist Station Building
            b. Adds:
                - +0.25 Minor Artifact Base Production

        - +0.015 Archaeologists Minor Artifacts Productions
        - +25% Survey Speed
        - +2.5% Anomaly Generation Chance
        - +25% Anomaly Research Speed
        - +25% Archaeological Site Excavation Speed
    2. **Level 2: Galactic Exploration Outer Rim Expeditions**
        a. Allows a Yearly small chance of spawning a Basic Anomaly within Borders
        b. Adds:
            - +0.25 Minor Artifact Base Production
            - +0.015 Archaeologists Minor Artifacts Productions
            - +25% Survey Speed
            - +2.5% Anomaly Generation Chance
            - +25% Anomaly Research Speed
            - +25% Archaeological Site Excavation Speed
    3. **Level 3: Galactic Exploration Inner Core Expeditions**
        a. The Galactic Community Starts Funding Explorations into the **Galactic Core (NEW!)**
        b. Adds:
            - +0.5 Minor Artifact Base Production
            - +0.02 Archaeologists Minor Artifacts Productions
            - +50% Survey Speed
            - +5% Anomaly Generation Chance
            - +50% Anomaly Research Speed
            - +50% Archaeological Site Excavation Speed
        c. In 1 Year the Galactic Core Cluster Opens for Survey and Conquest
            - **Galactic Core Requires Jump Drive to travel to it**



f. Added New Technologies & Ship Components **(NEW!)**
    i. **Physics:**
        1. Arcane Knowledge: Archotech Beam Weaponry
            a. Tier: 5 Rare
            b. Category: Particles
            c. Unlocks: Ship Component Gauss Beam **(NEW!)**
                - Size: small. medium. large
                - Weapon Type: Energy
        2. Arcane Knowledge: Archotech Shields
            a. Tier: 5 Rare
            b. Category: Field Manipulation
            c. Unlocks: Ship Component Archotech Shields **(NEW!)**
                - Size: small. medium. large
        3. Arcane Knowledge: Archotech Sensors
            a. Tier: 5 Rare

b. Category: Computing
c. Unlocks: Ship Component Archotech Sensors **(NEW!)**
- Size: Medium
- Modifiers:
  - +30 Ship Tracking
  - +25 Ship Accuracy
  - +12 Sensor Range
  - +12 Hyperlane Range

4. Arcane Knowledge: Archotech Generators
   a. Tier: 5 Rare
   b. Category: Particles
   c. Unlocks: Ship Component Archotech Generator **(NEW!)**
      - Size: aux
5. Arcane Knowledge: Archotech Titanic Weaponry
   a. Tier: 5 Rare
   b. Category: Particles
   c. Unlocks:
      - Ship Component Gauss Lance **(NEW!)**
        - Size: Titanic, Extra Large
6. Arcane Power Plants
   a. Tier: 4 Rare
   b. Category: Field Manipulation
   c. Requirements:
      - Tech: Quantum Field Manipulation
      - Ascension Perk: Secrets of the Galaxy **(NEW!)**
   d. Modifiers:
      - +20% Technician Energy Production
      - +20% Station Energy Production
7. Arcane Space Station
   a. Tier: 4 Rare
   b. Category: Computing
   c. Requirements
      - Tech: Citadel
      - Ascension Perk: Secrets of the Galaxy **(NEW!)**
      - **Is Regular Empire**
   d. Modifiers:
      - +50% Station Researchers Production

ii. **Society:**

1. Arcane Diplomacy
   a. Tier: 4 Rare
   b. Category: Statecraft
   c. Requirements:
      - Tech: Xeno Relations
      - Ascension Perk: Secrets of the Galaxy **(NEW!)**
   d. Modifiers:
      - +25% Diplomatic Weight

iii. **Engineering:**

1. Arcane Knowledge: Archotech Armor Plating
   a. Tier: 5 Rare
   b. Category: Materials
   c. Unlock: Ship Component Archotech Armor **(NEW!)**

        - Size: small, medium, large
    2. Arcane Knowledge: Archotech Strike Craft
        a. Tier: 5 Rare
        b. Category: Voidcraft
        c. Unlocks: Ship Component Archotech Strike Craft **(NEW!)**
            - Size: Large
            - Weapon Type: Point Defence (Strike Craft ffs)
    3. Arcane Knowledge: Archotech Thrusters
        a. Tier: 5 Rare
        b. Category: Propulsion
        c. Unlocks: Ship Component Archotech Thrusters **(NEW!)**
            - Size: Small
            - Ship Type: ALL
    4. Grand Fortresses
        a. Tier: 5
        b. Category: Voidcraft
        c. Requirements:
            - Ascension Perk: Grand Fortresses **(NEW!)**
        d. Modifiers:
            - +5 Defense Platforms
    5. Arcane Space Mining
        a. Tier: 4 Rare
        b. Category: Industry
        c. Requirements:
            - Tech: Nanite Mineral Probes
            - Ascension Perk: Secrets of the Galaxy **(NEW!)**
        d. Modifiers:
            - +50% Gathering Stations Production
    6. Arcane Ship Hulls
        a. Tier: 4 Rare
        b. Category: Voidcraft
        c. Requirements:
            - Tech: Battleships
            - Ascension Perk: Secrets of the Galaxy **(NEW!)**
        d. Modifiers:
            - +10% Ship Hull Points

g. Added new Government Ascension Paths Perks **(NEW!)**
    i. **You can only choose one path per game!**
    ii. **Note that all ascension paths lead to a Tier 4 Ascension Perk (look Down Bellow)**
    iii. Warmonger Path:
        1. **Tier 1: Trial By Fire**
            a. +3 Commander Skill Levels
            b. +100% Ship Experience Gain
            c. -15% Shipyard Build Cost *(will add beastyard modifier next time)*
        2. **Tier 2: Path of Conquest** (Unlocks under Tech: Doctrine: Support Vessels)

a. **-**10% War Exhaustion
b. +50% Army Experience Gain
c. +20% Naval Capacity

3. **Tier 3: The Great Conquerors** (Unlocks under Tech: Doctrine: Fleet Liaisons)
    a. -5% Claim Influence Cost
    b. -10% War Exhaustion
    c. +33% Army Damage
    d. +33% Army Health

iv. <u>The Defense Path (Great Turtling Build):</u>

1. **Tier 1: Eternal Vigilance**
    a. +10% Starbase Damage
    b. +10% Starbase Hull points
    c. +10% Defense Platform Damage
    d. -15% Defense Platform Cost
    e. +5 Defense Platform Capacity
2. **Tier 2: Defence of the Ancients** (Unlocks under Tech: Starhold)
    a. +10% Starbase Damage
    b. +10% Starbase Hull points
    c. +10% Defense Platform Damage
    d. -15% Defense Platform Cost
    e. +5 Defense Platform Capacity
3. **Tier 3: Grand Fortresses** (Unlocks under Tech: Citadel)
    a. Unlocks Tech *Modular Engineering*
    b. Unlocks Tech Grand Fortresses **(NEW!)**

v. <u>The MegaCorp Ascension Path:</u>

1. **Tier 1: Universal Transactions** (Unlocks only for Regular Empires)
    a. -15% Branch Office Cost
    b. Allows Free Commercial Pacts
2. **Tier 2: Builders of Nations** (Unlocks under Tech: Space Trading)
    a. +2 Planetary Non-Artificial Districts
    b. +50% Planet Building Build Speed
    c. +15% Trade Value
3. **Tier 3: Road of The Golden Void** (Unlocks under Tech: Interstellar Economics)
    a. +2% Output from Merchant Jobs per Pop

vi. <u>The Diplomatic Ascension Path:</u>

1. **Tier 1: Shared Destiny** (Unlocks
    a. +1 Envoy
    b. +10% Diplomatic Weight
    c. +50 Trust Cap
    d. +50% Trust Growth
    e. -50% Subject Integration Influence Cost
    f. +100 Subject Trust Cap
2. **Tier 2: Tongues of Silver** (Unlocks under Tech: Xeno Diplomacy)
    a. +1 Envoy
    b. +20% Diplomatic Weight
    c. +50% Envoy Improve/Harm Relations

d. -25% Resolutions Influence Cost
e. -50% Diplomacy Upkeep
f. +5 Base Country Intel

3. **Tier 3: Words of Truth** (Unlocks under Tech: Xeno Relations)
   a. +2 Envoys
   b. +20% Diplomatic Weight
   c. -50% Diplomacy Upkeep
   d. +50% Spy Network Daily Value
   e. +1 Encryption
   f. +1 Decryption
   g. +5 Base Country Intel

vii. The Gardener Ascension Path:

1. **Tier 1: Mastery of Nature** (Locked if Lessons of the Seeders is Chosen)
   a. -50% Deposit Blockers Cost
   b. +2 Max Non-Artificial Districts
   c. +2,5 Planetary Stability
   d. Allows Planetary Decision MAstery of Nature
2. **Tier 2: Gardening Initiative** (Unlocks under Tech: Terrestrial Sculpting)
   a. +2,5 Planetary Stability
   b. +2 Max Generator Districts
   c. +2 Max Mining Districts
   d. +2 Max Farming Districts
3. **Tier 3: World Shaper** (Unlocks under Tech: Climate Restoration)
   a. +5 Planetary Stability
   b. -50% Terraforming Cost
   c. Allows Gaia Terraforming
4. **Rogue Tier: Lessons of The Seeders** (Locked if Mastery of Nature is Chosen)
   a. Unlocks under:
      - Tech: Climate Restoration
      - Origin: Life Seeded
   b. Note: This Ascension Perk will lock all the Tiers from the Gardening Ascension Path

viii. The Great Builders Ascension Path:

1. **Tier 1: Void Shapers**
   a. +5% Station Production
   b. -25% Station Cost
   c. +1 Starbase Capacity
2. **Tier 2: Space Engineers** (Unlocks under Tech: Mineral Cutting Beams)
   a. +1 Starbase Capacity
   b. +15% Megastructure Build Speed
   c. +1 Megastructure Build Capacity
3. **Tier 3: Great Builders** (Unlocks under Tech: Nanite Mineral Probes)
   a. +15% Megastructure Build Speed
   b. +1 Megastructure Build Capacity

ix. The Stinky Science Ascension Path:

1. **Tier 1: Technological Ascendancy**

a. +50% Chance of Unlocking a Rare Technology
b. +5% All Tech Research Speed

2. **Tier 2: Secrets of The Galaxy** (Unlocks under Tech: Exotic Materials Labs)
    a. Unlocks the Ability to Research a Selection of Unique Technologies *(Hmm…)*
3. **Tier 3: Unlimited Power** (Unlocks under Tech: Multi-Dimensional Studies)
    a. +33% Research Speed for Repeatable Tech

x. **<u>TIER 4 ASCENSION PERKS:</u>** (Can Only Choose **<u>One</u>** Tier IV Ascension Perk)

1. **Galactic Wonders**
    a. Locked under:
        - Tech: Mega-Engineering
    b. Adds Tech Options:
        - Ring World
        - Dyson Sphere
        - Matter Decompressor
        - Mega Shipyard **(NEW!)**
        - Juggernaut **(NEW!)**



2. **Arcology Project**
    a. Locked under
        - Tech:
            - Anti-Gravity Engineering
            - Construction Templates
            - Terrestrial Sculpting
            - Planetary Power Grid
    b. Unlocks the Arcology Project Planetary Decision
    c. -25% Planetary District Build Cost
    d. -25% Planetary District Upkeep
    e. -50% Empire Size from Districts

h. <u>Added some Minor Ascension Paths **(NEW!)**</u>

i. PATH 1:

1. <u>Arcane Cyphers</u> **(NEW!)**
    a. +2,5 Encryption

        b. +2 Decryption
        c. +10% Technology Diplomatic Weight
    2. Enigmatic Engineer
ii. **PATH 2:**
    1. Galactic Force Projection
    2. Defenders of the Galaxy **OR** Galactic Contender
iii. **PATH 3:**
    1. Imperial Prerogative
    2. Executive Vigor
iv. **PATH 4:**
    1. Transcendent Learning
    2. Galaxy Brain **(NEW!)**
        a. Requires:
            ■ No Machine or Hive Empires
        b. +1 Leader Skill level (all classes)

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- It remains to resolve exactly [redacted] issues before we can update the mod into it's new look
- Check the old patch notes for a more detailed look into the mod's:
    a. *Wooly's Legacy Patch Notes* *up to March 25th 2023, Version 21 (version 48 in total)*
    b. *WOOLTASTIC MOD PATCH NOTES* *up to Aug 19th 2021, Version 27*

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v0.2.143 Patch Notes (Patch 7)

In Honor of Wooly's Legacy

What Changed:

- Fixed the AI Game Performance Optimisation Interface's Localisation (don't get used to this, i might delete this whole concept in the future)
- Tweaked most files to be optimised and less redundant as we are integrating files from the old mod one file at a time.
- Error.log has been optimised from most redundant warning messages.
- From now on the patch notes will include detailed changes.

What's Next?

- Wooly's Legacy has been up to date and works fine as of Feb 17th 2025, but the game crashes everytime i merge into the mod for the performance boost
- It remains to resolve exactly 6982 issues before we can update the mod into its new look.

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v0.1.837 – The New Era's Eve Update (Patch 6)

End of Early Access

Leaving Early Access:

This update officially moves SCM Infinite Horizons out of Early Access into a finalized version. The galaxy is yours to shape with a polished and complete mod!

Integration of SCM Overhaul Ethics and Civics

The ethics and civics overhaul is here, delivering unmatched depth and variety:

- **Expanded Ethics System:**
  - New axes:
    - **Cooperative vs. Competitive:** Defines economic philosophies of wealth distribution.
    - **Ecocentrist vs. Industrialist:** Balances environmental harmony and industrial focus.
  - Revamped **Authoritarian vs. Libertarian** axis for sharper political distinctions.
  - Increased **ethic points to 5**, unlocking more diverse and strategic combinations.

- **New Authority Types:**
  - Added **Direct Democracy** for unique governance opportunities.

- **50+ New Civics and 32 Government Forms:**
  - Highlights include **Defenders of Nature**, **Military Industry**, and **Ecotopia**.

- **Expanded Policies and Jobs:**
    - New policies such as **Economic Stance**, **Education**, and **Healthcare**.
    - 20 unique jobs enhance planetary economies and reflect civic choices.

- **Leader System Upgrade:**
    - Leaders now start at level 0, with a new cap of 20 for extended development and specialization.

Main Theme Update

The main theme has been replaced with an exhilarating track to energize your campaigns and set the tone for galactic domination.

The Final Update for Early Access

This update is a milestone that transforms SCM Infinite Horizons into a semi-polished and finalized version. It's the start of a new era!

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v0.1.103 – Potato Performance Update (Patch 5)

This update brings significant optimizations to enhance gameplay performance for both single and multiplayer campaigns:

Patch Notes:

- **CPU and GPU Optimization:**
    - Reduced strain by **descaling ship texture packs**, resulting in smoother performance.
    - 60% of all ships have been optimized, reducing their graphical load.

- **3 newest DLC Textures Excluded from the Update:**
    - The newest three DLCs' ship textures remain unchanged and require assistance for descaling.

Looking Ahead:

- **SCM Ethics and Civics Integration:**
    - Future updates will focus on incorporating SCM Ethics and Civics, paving the way for a smoother and more comprehensive rebuild of Wooly's Legacy features.

This update continues our mission to make Stellaris multiplayer seamless and efficient. If you have expertise in texture optimization, we welcome your help to complete the DLC textures!

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v0.1.102 – The Cool Update (Patch 4)

The **Cool Update** is here, and it's packed with tweaks and additions to enhance your multiplayer campaigns.

Patch Notes:

- **Easter Egg Alert!**
  As legends say: *"If you can play the caravaneers, you can play whatever!"* (Go find it, if you dare!)

- **Core's Mod Integration**
  Thanks to Core's contributions, the mod now features:

    - **More Flag Emblems** and **Backgrounds** for your empire builds.
    - **Fixed Vanilla Flags** and **Added more rooms** for your dictator to enjoy!
    - **Crisis Spawn Adjustments**: Crisis now spawns exactly at the **Endgame Start Year**.
    - **Faster Galactic Community Timers** and **Crisis Engine Timers** to keep the action moving.
    - **Victory Score Revamp**:
        - Economy Power: **100%**
        - Tech Power: **25%**
        - Military Power: **1%**
        - Everything Else: **0%**
- **More Loading Screens**
  And of course, moooore loading screens!

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v0.1.013 – Patch Notes (Patch 3)

Today marks the official launch of SCM Infinite Horizons on the Stellaris Community Multiplayer server! Here's what's new in this update

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What's New?

- **Crash Fix:**
  - Resolved a critical bug that caused the game to crash during initialization. Stability should now be significantly improved.
- **Loading Screens:**
  - Added more loading screens inspired by Wooly's Legacy, bringing a touch of nostalgia and history to your modded Stellaris experience.

Looking Ahead:

- **SCM Ethics and Civics Integration:**
  - Future updates will focus on incorporating SCM Ethics and Civics, paving the way for a smoother and more comprehensive rebuild of Wooly's Legacy features.

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v0.1.012 Hotfix – Patch Notes (Patch 2)

A bug! OUT OF ALL!

What's New?

- **AI Customisation User Interface:**
  Fixed an issue where the game crashes at initialization.

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v0.1.011 – Patch Notes (Patch 1)

A performance upgrade with a touch of refinement!

What's New? (Phase 1 is done!)

- **Integration of a hand brake**:
  Modifier updates are now batched monthly instead of continuously, drastically reducing late-game lag and ensuring smoother gameplay for large multiplayer campaigns.

- **Optimized Particle Graphics**:
  Visuals have been fine-tuned to use minimal particles where possible, keeping your FPS stable during massive battles or galaxy-wide events.

- **Performance Adjustments**:

    - Minor tweaks to AI processing logic for improved efficiency.
    - Reduced background calculations for non-critical empire tasks, further improving game speed.

Fixes and Improvements

- Resolved a rare issue where AI fleets would repeatedly recalculate paths unnecessarily.
- Improved the efficiency of pop job reassignment logic, reducing lag spikes during growth or unemployment shifts.
- Updated tooltips for better clarity when managing large empires.

Known Issues

- Some legacy features from Wooly's original mod are still pending integration.
- Planned flavor events and mechanics are still in development.

What's Next?

- **Dynamic Crisis Events**: Introducing new multiplayer-focused galaxy crises that encourage alliances, betrayals, or high-stakes conflict resolution.
- **Faction Overhaul Mechanics**: Enhancements to internal faction dynamics, making managing large empires more engaging and strategic.
- **Multiplayer Victory Conditions**: Adding alternative win conditions tailored to competitive multiplayer games, such as cooperative objectives or secretive dominance strategies.
- Continued refinement and integration of Wooly's legacy features.
- Ongoing compatibility updates to stay in sync with Stellaris 3.14 and future versions.

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v0.0.1 Early Development

Phase 1: Performance Optimization (Core Focus)

1. Lag Reduction in Late Game

- **Objective**: Minimize late-game lag by reducing the strain on CPUs and memory.
- **Steps:**
  - **Empire AI Optimization**:
    - Reduce unnecessary AI calculations, especially for empires with no significant impact on the galaxy.
    - Simplify AI decision trees and remove rarely used edge cases.
  - **Fleet Optimization:**
    - Cap or optimize fleet pathfinding to reduce excessive calculations.
    - Adjust how the game calculates fleet engagement.
  - **Population Management**:
    - Rework population growth and automation systems to avoid unnecessary spamming of calculations.
    - Consolidate unemployed pops into abstract resources or other mechanics to reduce individual pop tracking.

2. Max FPS Improvements

- **Objective**: Optimize graphics settings for smoother performance during multiplayer.
- **Steps**:
  - Simplify particle effects for large battles.
  - Adjust rendering for debris, massive fleet icons, and other performance-heavy assets.
  - Implement a toggle system for cosmetic effects (e.g., ship trails, star effects).

Phase 2: Core Features

These will follow once performance improvements are proven effective.

1. Balanced Gameplay Mechanics

- Rebalance key game mechanics for multiplayer for example:
  - Adjust win conditions to avoid prolonged stalemates.
  - Introduce mechanics for early resolution of conflicts.
- Consider balance changes to overpowered builds (e.g., exploitative economy strategies).

2. Flavor and Immersion

- **Events**:
  - Add engaging, lore-friendly multiplayer events designed to spark dynamic interaction among players.
  - Focus on group-based events that encourage alliances or rivalries.
- **Archeological Dig-sites**:
  - Create various lore-friendly dig sites with competitive outcomes.
- **Galaxy Features**:
  - Introduce unique mid- to late-game features like roaming superweapons, galactic crisis with more human-centric resolutions, or minor powers that can sway the tide of conflicts.

3. Accessibility Features

- Add better tools for managing large empires in multiplayer (e.g., QoL features for assigning governors or managing sectors).
- Include performance debugging tools for campaign organizers (e.g., diagnostics on which empires or game systems cause the most lag).

Phase 3: Expansion Mechanics

Once the mod is stable and the multiplayer experience is smooth, we can think about adding unique mechanics:

- **Faction Customization**: Advanced options for players to specialize their empire for multiplayer.
- **New Victory Conditions**: Collaborative or secretive win conditions beyond conquest.
- **Advanced Espionage**: Stealth mechanics for spying on player empires.

Thank you for your continued support and feedback!
Join the community discussions, report bugs, and share your campaign stories:
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