



# Release Notes Version 1.7.x.x

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## Goals

- This version have objectives to
  - rework the existing interfaces with a new graphical chart
  - add features to be able to work on the differents Unity3D games scenes on team
  - correct blocking bugs into existing version

## Users Interfaces

#	Link	Short Title	Story	Importance	Notes	Release version
1	USCD EV-30	Selection of Artworks	As Client i need a new graphical chart to be able to rework existing interface and create new	High	Selection of Ultimate Sci-Fi UI Bundle <a href="https://assetstore.unity.com/packages/2d/gui/ultimate-sci-fi-ui-bundle-109073">https://assetstore.unity.com/packages/2d/gui/ultimate-sci-fi-ui-bundle-109073</a>	1.7.2.0
2	USCD EV-67	Rework Technologies interface	As players i need that the technologies got reworked with the new graphical chart	High	Users Interfaces#Lesrecherches 	1.7.2.0
3	USCD EV-69	Rework Build interface	As players i need that the build interface got reworked with the new graphical chart for space and planet	High	Users Interfaces#Laconstruction 	1.7.2.0

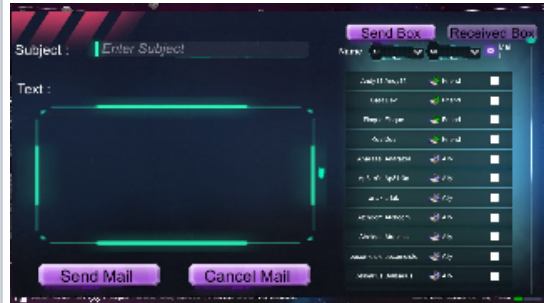
4	USCD EV-70	Rework Chat interface	As player i need that the chat interface got reworked with the new graphical chart	High	Users Interfaces#Lechat 	1.7.2.0
5	USCD EV-71	Rework Communication Interface	As player i need that the users interface got reworked with the new graphical chart	High	Users Interfaces#Lesinterfacesassoci%C3%A9s%auxutilisateurs 	1.7.2.0
6	USCD EV-75	Creation of Quit confirmation interface	As player i need a new interface "Quit" that allow me to confirm or cancel disconnection	High	Users Interfaces#QuitterleJeu 	1.7.2.0
7	USCD EV-76	Rework Galaxy View	As player i need the 3 sub interfaces of the galaxy view (System/Region/Owned) to be reworked with the new graphical chart	High	Users Interfaces#Lesvuesgalactique 	1.7.2.0
8	USCD EV-77	Rework of Installation List	As player i need that the installation list got reworked with the new graphical chart	High	Users Interfaces#Lesinstallations 	1.7.2.0

9	USCD EV-78	Rework multi selection	As player i need that the multi selection of units got reworked with the new graphical chart	High	Users Interfaces#Las%C3%A9lectionmultiple	1.7.2.0
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## New Features availables







#	Link	Short Title	Story	Importance	Notes	
1	USCD EV-35	Connect players together	As player i need that the client automatically send referencement request to any player present into the visited environment	Medium	Each player entering into an area where other players units are present will send an automatic referencement request.	1.7.2.0
2	USCD EV-86	Drag&Drop	As player i need that all reworked interface got a drag and drop capability	Low	Each interface with "locker" on top bar got the drag&drop capability	1.7.2.0
3	USCD EV-187	Followme	As player i need that when i have only 1 ship on the environnement it got selected and tracked by camera all the times	Medium	When only one unit is present and moving on field of view, if this unit is a player unit it got selected and tracked (for players starting the game)	1.7.4.0
4	USCD EV-155	Sendmail to other players	[UI] As A player, I need to be able to send email at every player inside the same environment even if we are not referenced	Medium	F6 allow access to Mail interface to be able to send mail to other players	1.7.3.0
5	USCD EV-156	Read mails	[UI] As A player, I need to be able to received all my emails, read them and delete them	Medium		1.7.4.0
6	USCD EV-180	Receive mails from Admin	As a player i need to received the admin mail and be able to read them	Medium		1.7.4.0
7	USCD EV-90	Goto system /region on Galaxy	As player i need a new interface to handle the go to system name and region Id	Medium		1.7.4.0
8	USCD EV-80	New mail on chat	As player i need to be informed into the chat when an new mail header got received	Medium		1.7.4.0
9	USCD EV-244	Region info into current system	As player i need to be able to switch system or send selection directly from space area	Medium	Press F4 into Space 3D view to access the list of systems into current region Also available by a bottom button on Space 3D view	1.7.6.0 & 1.7.7.0
10		Spawning pool	As client i need to have a gameobject pool to avoid Create/Destroy of elements	Medium	Now the objects loaded are disabled from one system to an other to avoid GarbageCollector Enabled for Installations and missiles	1.7.7.0
11		Memory allocation during Updates	As client i need that the update scripts from installation got optimized	Medium	Now all the unit scripts updated at each frames no longer allocate memories (optimized)	1.7.7.0
12						



## Bugs corrections

#	Link	Short Title	Story	Importance	Notes	
1	USCDEV-4	Enable tutorial with 2018 features	As player i need to be able to use the tutorial according new features developed during the past year	High	Tutorial got reworked to be able to use it on "OldCockpit" version (on player settings)	1.7.2.0
2	USCDEV-36	French Translations	As player i need to be able to have the product in french	Medium	Existing translations got refine on french. To be able to translate yourself the product, just change the txt files into the StreamingAssets folder	1.7.2.0
3	USCDEV-57	Chat interface shown during loading	The chat interface is shown during loading with a server message	Low	All interfaces are hidden during loading process	1.7.2.0
4	USCDEV-64 USCDEV-65	Crash during environment change	As player i got disconnected when moving to a system handled by a different sub server	Highest	Correction when changing sub area of the galaxy and when server is busy	1.7.2.0
5	USCDEV-66	Errors messages during load	As player i need to have a clear situation of what is currently done during load /unload of area	Lowest	Correction made to shown the current status of loading/unloading	1.7.2.0
6	USCDEV-157	Scripts Crash when entering planet	As player i need to be able to enter into planets and that the resources information got correct values	Highest	Correction when we are on space and that we try to connect a planet with resources	1.7.2.0
7	USCDEV-158	Scripts Crash when passing mouse over other units on planets	As player i need to be able to see units characteristics of others players into planets	Medium	Correction when we are on planet and that we have mouse cursor over other players units	1.7.2.0
8	USCDEV-165	Start position is not centred on main units	As player i need that when i connect the game then the camera got centred on the main units to use	Medium	For first connection the view is on the imperial base, then on other systems it is centred on the player unit (Base then Constructor)	1.7.2.0
9	USCDEV-166	Minimum zoom is lower than units	As player i need that the minimum zoom got a value upper than the parked units	Medium	The camera zoom (via scroll mouse) is no lower than the parked units	1.7.2.0
10	USCDEV-174	Socle for planets units	As player i need that the concrete slab got resized according unit built	Medium	On some case the concrete slab was huge	1.7.2.0
11	 <b>USCBUGS-2</b> - As player i m unable to build station and cities on space with the new build interface <span>FINI</span>	Build Station /Cities impossible	As player i m unable to build station and cities on space with the new build interface	Highest	On space the new build interface no longer allow to build stations and cities	1.7.3.0
12	USCDEV-175	Impossible to start a build on planet	As player i m unable to build station and cities on planet with the new build interface	Highest	On planet the new build interface no longer allow to build stations and cities	1.7.3.0
13	USCDEV-178	Tutorial is no longer working with new scene rework	As players i need to have the tutorial working with the new interface rework	High	The oldcockpit tutorial was no longer working with v1.7.2 rework of interfaces	1.7.3.0
14	USCDEV-186	Builder do not start building	As player i need to know when a constructor is locked due to a resource /credit missing	Medium	Build with a constructor show Building 0.00%	1.7.3.0
15	USCDEV-177	Back To Login	when disconnected from server the "back to login" is no longer shown			1.7.4.0
16	 <b>USCBUGS-3</b> - As player i need to know when a technology is already available so that i can not restart it <span>FINI</span>	Start research already known	As player i need to know when a technology is already available so that i can not restart it			1.7.4.0

17	 <b>USCBUGS-4</b> - As player i need to have a progress of my main technology research <b>FINI</b>	Progress bar techno	As player i need to have a progress of my main technology research			1.7.4.0
18	 <b>USCBUGS-6</b> - As player i need that the build interface report the amount of available constructors <b>FINI</b>	Available constructors	As player i need that the build interface report the amount of available constructors			1.7.4.0
19	 <b>USCBUGS-27</b> - As client i need to be able to show the correct resource interface according the current planet generation <b>FINI</b>	Resources procedural generator	As client i need to be able to show the correct resource interface according the current planet generation			1.7.4.0
20	 <b>USCBUGS-34</b> - As client i m able to build any technology into a gas planet where normally only the hydro tech should allow that <b>FINI</b>	Hydrogen Tech and Gas Planets	As client i m able to build any technology into a gas planet where normally only the hydro tech should allow that			1.7.4.0
21	 <b>USCBUGS-35</b> - As client i m able to build an hydro tech into any planet where i should normally only be able to do on gas planets <b>FINI</b>	Hydrogen Tech and non Gas Planets	As client i m able to build an hydro tech into any planet where i should normally only be able to do on gas planets			1.7.4.0
22	USCDEV-213	Top bar selection on interface	[Top Bar] Environnement selector show selected unit even if an interface is open			1.7.4.0
23	 <b>USCBUGS-15</b> - As player i need to know when a constructor is locked due to a ressource /credit missing <b>FINI</b>	Waiting resource /credits for build	As player i need to know when a constructor is locked due to a ressource /credit missing			1.7.4.0
24	USCDEV-206	Closing interfaces	Somes interfaces was shown during load/unload			1.7.4.0
25	USCDEV-205	Crash during loading	Some crashes due to map update during loading			1.7.4.0
26	 <b>USCBUGS-25</b> - As player i need to be able to link on storage cities to cityhalls <b>FINI</b>	Link cities to cityhall	As player i need to be able to link on storage cities to cityhalls			1.7.4.0
27	USCDEV-176	Quit on Planet	All interface should close before switching scene		Blue screen is no longer shown during unload on planets	1.7.4.0
28	USCDEV-169	Camera on planet	The height of the camera is under the lascape after zoom in/out			1.7.4.0
29	 <b>USCBUGS-16</b> - As player i need to be able to build cities on planets <b>FINI</b>	Cities on planet	As player i need to be able to build cities on planets			1.7.4.0
30	USCDEV-238	Switch from view	In the space the view of tactical and 3D doesn't work perfectly			1.7.5.0
31	USCDEV-236	Tracking Units	TrakingEngine is not working when you're too close and buildview is not fonctionnal			1.7.5.0
32	USCDEV-235	Shift Key	[UJ] Shift is not working as expected		Now Shift key allow to be used with double clic to made a multi selection	1.7.5.0
33	USCDEV-233	Concrete Foundation	As a player I dont't want to see the concrete foundation of my stations in the gas planets			1.7.5.0
34	USCDEV-232	RessourceInteface	As a plauer i need to see the ressource list event if the luminosity is high			1.7.5.0

35	USCDEV-231	ChangeView	The system info appears when you click on enterInSpace			1.7.5.0
36	USCDEV-230	ChangeView	[UI] Partial Interfaces superposed when opening other full screen interfaces			1.7.5.0
37	USCDEV-229	Chat	[UI] As player i need to be able to write text on Chat /Mail and that my text do not interact with interface			1.7.5.0
38	USCDEV-227	StockLink	[C#] As player i can not unlink and link the cities to the city hall thanks to AutoLink			1.7.5.0
39	USCDEV-226	Connection to server	[C#] Limit the amount of retry when the connection to server is delayed		1 retry per second max to allow the sub server to wakeup	1.7.5.0
40	USCDEV-225	Enum Ressources	[Ressource] Gold and Silver on Interface are reverted		Values was inverted on a enum for Gold and Sylver resources	1.7.5.0
41	USCDEV-224	Quit	[Quit] Quit the game show some interfaces			1.7.5.0
42	USCDEV-223	Tactical View	[PlanetTacticalView] Left /Right bars show stars from Galaxy View		Some particles from Galaxyview was shown on certains cases on the left/right side of the Tactical view	1.7.5.0
43	USCDEV-222	Bottom info bar	[SpaceView] Bottom bar can not be seen		Asteroid and planets selected informations was no longer available	1.7.5.0
44	USCDEV-221	GalaxyView	[GalaxyView] All interface must close when entering GalaxyView			1.7.5.0
45	USCDEV-220	GalaxyView	As a player I need to have my galaxyview always initiate when I open it		After first init, galaxy view was not set to current system	1.7.5.0
46	USCDEV-219	Region Informations	As a player I need to be able to check on the filter by region or not			1.7.5.0
47	USCDEV-218	Installation List	As a player I need to be able to see all my unitsList even if there is a lots of elements			1.7.5.0
48	USCDEV-162	Tactical View	V_PT_2 - Big icon under the mouse cursor			1.7.5.0
49	USCDEV-242	StockLink	Since new autolink on Stock management some factories never start a build		A clic on Autolink break the link if any is not connected. A second clic on Autolink send a link to nearest base or cityhall (depending of kind of units)	1.7.5.0
50	 <b>USCBUGS-5</b> - As player i need that my installations list work even with thousands units into my gamearea 	Installation List	As player i need that my installations list work even with thousands units into my gamearea		When the list was higher than the interface.	1.7.5.0
51	 <b>USCBUGS-7</b> - As player i need to see the characteristics of a planet/asteroid on the bottom bar 	Bottom bar	As player i need to see the characteristics of a planet /asteroid on the bottom bar			1.7.5.0
52	 <b>USCBUGS-8</b> - As player i m no longer able to made a multi-selection of units thanks to double clic 		As player i m no longer able to made a multi-selection of units thanks to double clic		Change of process - require to press Shift before double click to generate multi selection	1.7.5.0
53	USCDEV-239	Technology Tree	As client i need that each technology linked to requirement got locked until requirement available	Highest	A Space-2 depending of Space-1 was able to be research even if Space-1 was not finished	1.7.6.0
54	USCDEV-240	Interface	As client i need to be able to access the differents interfaces	Highest	Acces from Mail to Users then leave ship crashed the game	1.7.6.0

55	USCDEV-246	Give Money	As client i need to be able to give money to my friends	Medium	Give money was crashing the game	1.7.6.0
56	USCDEV-248	Systems changes	As client i need to be able to access differents systems	Highest	Switch systems was crashing the game	1.7.6.0
57	USCDEV-249	Interfaces	As client i need to be able to access the differents interfaces		In the cockpit Interface click on the "Users" button and after click on the "Build" button. The problem all buttons have disappeared and the game is blocked.	1.7.6.0
58	USCDEV-251	Interfaces	As client i need to be able to access the differents interfaces		When we click on the 'Users' button, click on 'Chat' button and directly on 'Leave Ship'. Impossible to go out the Cockpit Interface (optional after to click 'Leave Ship' and if we click on 'Build' or 'Lab' button all buttons disappears and the game is blocked) .	1.7.6.0
59	USCDEV-254	Orders	Move from Space to Planet show wrong order		When we send an unit from space to planet it show "hyperspace from Bifea Deewaa PSpace"	1.7.6.0
60	USCDEV-256	Cities	Cities decrease and i can not know why		Player limit of cities is 5 by default + 5 per headquarter.  A check should be done at init and it show to player a warning at each time it enter an environnement when this limit is reach	1.7.6.0
61	Optimisation	Environements	Performances		Global Pool instanciator and optimisation of scripts	1.7.7.0
62	Icons	Order icons	Bottom bar on touch screen		Ordering of icons is now all the time, zoom/orders /global access in OldCockpit	1.7.7.0
63	Tutorial	Disabled by default	Tutorial disabled by default		Now the tutorial is disabled by default an can be enabled on options at start	1.7.7.0
64	Mesh optimisation	Planets meshes	Management of mesh requested to GPU		Now the generation of meshes on planets (trees, rocks..) are managed into a mesh manager	1.7.7.0
65	USCDEV-260	Canvas Management	Disable canvas of UI not shown		Now the mouse clic no longer catch position from objects no shown - it allow to properly give order to units at the position required	1.7.7.0
66	USCDEV-262	Installation List	Clic on any unit		Now the installation list show the quantity of units available and the total quantity. A clic on an installation model auto zoom on the next unit (from total) and if the unit is inside an other installation hangar it show the position of the hangar.	1.7.7.0
67	Unit movement	Position of move/park	Unit height of move		Now an unit moving first start to move to height of move then move, then go back to height of park	1.7.7.0

## Known bugs

The following list contain the known bugs of the version :

Key	Summary	T	Created	Updated	Due	Assignee	Reporter	P	Status	Resolution
<a href="#">USCBU GS-158</a>	<a href="#">Hangar</a>	<input checked="" type="checkbox"/>	Sep 02, 2019	Sep 02, 2019		Non attribué	Aucune	↑	BACKLOG	Non résolue
<a href="#">USCBU GS-157</a>	<a href="#">warehouse</a>	<input checked="" type="checkbox"/>	Sep 02, 2019	Sep 02, 2019		Non attribué	Aucune	↑	BACKLOG	Non résolue
<a href="#">USCBU GS-155</a>	<a href="#">message</a>	<input type="checkbox"/>	Jul 24, 2019	Jul 24, 2019		Non attribué	Aucune	↑	BACKLOG	Non résolue
<a href="#">USCBU GS-153</a>	<a href="#">DefStrat</a>	<input checked="" type="checkbox"/>	Jul 18, 2019	Jul 18, 2019		Non attribué	Aucune	↑	BACKLOG	Non résolue
<a href="#">USCBU GS-152</a>	<a href="#">choice</a>	<input checked="" type="checkbox"/>	Jul 16, 2019	Jul 16, 2019		Non attribué	Aucune	↑	BACKLOG	Non résolue
<a href="#">USCBU GS-151</a>	<a href="#">exit ships from the base</a>	<input checked="" type="checkbox"/>	Jul 16, 2019	Jul 16, 2019		Non attribué	Aucune	↑	BACKLOG	Non résolue
<a href="#">USCBU GS-150</a>	<a href="#">"New Text" bug</a>	<input type="checkbox"/>	Jul 13, 2019	Jul 13, 2019		Non attribué	Aucune	↑	BACKLOG	Non résolue

USCBU GS-148	creation hangars for ships		Jul 13, 2019	Jul 13, 2019	Non attribué	Aucune	↑	BACKLOG	Non résolue
USCBU GS-146	credits		Jul 12, 2019	Jul 12, 2019	Non attribué	Aucune	↑	BACKLOG	Non résolue
USCBU GS-144	resource transfer		Jul 12, 2019	Jul 12, 2019	Non attribué	Aucune	↑	BACKLOG	Non résolue
USCBU GS-143	Resource Extraction		Jul 12, 2019	Jul 12, 2019	Non attribué	Aucune	↑	BACKLOG	Non résolue
USCBU GS-142	As player i need a visual indication to be informed when an unit is full		Jul 10, 2019	Jul 10, 2019	Non attribué	Aucune	↑	BACKLOG	Non résolue
USCBU GS-141	icon		Jul 10, 2019	Jul 10, 2019	Non attribué	Aucune	↑	BACKLOG	Non résolue
USCBU GS-140	As player i need a capability to add a storage link from a mine to a warehouse		Jul 10, 2019	Jul 10, 2019	Non attribué	Aucune	↑	BACKLOG	Non résolue
USCBU GS-139	Storage links		Jul 10, 2019	Jul 10, 2019	Non attribué	Aucune	↑	BACKLOG	Non résolue
USCBU GS-137	Problem with camera when we move a unit		Jun 24, 2019	Jun 24, 2019	Non attribué	Aucune	↑	BACKLOG	Non résolue
USCBU GS-132	Problem with animation of lightning		Jun 24, 2019	Jun 24, 2019	Non attribué	Aucune	↑	BACKLOG	Non résolue
USCBU GS-125	Space 3D view - impossible to select an unit		Jun 14, 2019	Jul 08, 2019	Non attribué	Aucune	↑	BACKLOG	Non résolue
USCBU GS-123	Galaxy view - bottom bar is upper than expected		Jun 14, 2019	Jun 17, 2019	Agathe Limouzy	Aucune	↑	BACKLOG	Non résolue
USCBU GS-122	Galaxy View - try to enter a system where no units are owned		Jun 14, 2019	Jul 07, 2019	Agathe Limouzy	Aucune	↑	BACKLOG	Non résolue

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