Patch Notes

Changes in Build Versions **2.17.10-12**
August 29, 2021

<u>Infrastructure Changes:</u>
- Changes were made to greatly extend the maximum capacity of all servers
- The Legacy Server was brought up and made ready for initial testing
- Sentry was integrated into all Game Server back-ends for monitoring

<u>Network Changes:</u>
- All Game Client/Server communication has been switched to use TCP instead of UDP for stability

<u>Software Changes:</u>
- New: Automatic Chat Translation System Implemented across all Servers
- Fixed: Chat Server Game Client Crash Bug using Emoji characters
- Fixed: Out-of-memory crash resulting from using the Bogey-Man LT Commission
- Fixed: Some cases where the number of items listed for sale in AH was calculated incorrectly
- Fixed: Clients crashing when Emotes used with an OS Battle Marker selected as the target
- Fixed: Missing Server Icons in the Live Server Selection Screen of the BSN Store
- Fixed: Zone Server Crashes and Instability on the Live Servers
- Fixed: Implemented a Patch to AlchemyTools.dll
- Ongoing: Build, Test, Fix, Iteration Cycle on the Legacy Server and Legacy Game Client