

## Patch 1.05B

Posted by KGB - 18 Apr 2011 04:29

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Warlords,

In the interest of getting some parts of a 1.06 patch done I've decided to release a few options as a 1.05B patch.

These options are mostly going to be bug fixes and user interface changes that can benefit all users now while waiting for 1.06. What it won't contain is major changes that would invalidate existing saved games or that would cause me to have to release more than just an executable file. I will periodically update this patch with new stuff and bug fixes as they are done so check this thread often.

I have uploaded the 1.05B patch in the Downloads section for Warlords 4:

The patch currently contains the following fixes/features:

- 1) Fix bug that caused the game to hang if the AI tried to rebuild a city and didn't have enough gold (reported a while back and custom fixed for players who reported it).
- 2) Left clicking on a Hero or Unit in the Hero's menu or Top 10 Units menu now automatically selects the stack that contains that unit.
- 3) CTRL+Left click on a unit in the stack menu deselects all units in the stack. CTRL+ Right click on a unit in the stack menu automatically selects all units in the stack.
- 4) A new option of Fog of War/Hidden Map/Hidden Races was added for random maps. This option hides all the races on the side selection screen and guarantees all sides have a unique race. It won't allow changing the race for any side. To see the actual race for your side you must select a warlord. This option is primarily for MP games to prevent players from seeing what race the other players have when creating warlords with the editor.

Update on 15-Mar-10

- 5) CTRL+Left click on a unit in the city menu deselects all units in the stack. CTRL+ Right click on a unit in the city menu automatically selects all units in the stack.
- 6) Support for unlimited Warlord portraits added which makes 2 new portraits created by SIL available. Users can add new portraits to the portrait menu and follow the current naming scheme. The game

automatically uses the new portraits for AI warlords and the portraits can be chosen in the Warlord creation menu. User portraits won't be viewable in MP mode unless all players have the portraits on their machine! If Warlords would like to contribute new portraits these could be included in the 1.06 release. This feature introduces a small delay at start time while the game figures out the total number of portraits so if someone were to add hundreds it could slow the initial load screen down.

Update on 09-May-10

7) Marked Trebuchet as a Good unit instead of a Neutral one.

Fixed a bug related to the Hero Mount spell. This bug will invalidate ALL saved games prior to this. So before installing this version either delete all old saves or finish games in progress.

Update on 16-Jun-10

9) Fixed crash that happened at the end of the game when the AI was allied with you and it conquered the last enemy capitol. This crash *could* also happen if several AI's were allied against you and one of them conquered your capitol and there were no other enemy sides remaining.

Update on 22-May-11

10) Fixed another bug related to the heroes mount spell.

Note: This is just an executable update.

In future when reporting bugs please state whether you are using the 1.05B patch or not.

KGB

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**Re: Patch 1.05B**

Posted by KGB - 17 Apr 2023 12:30

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Not sure where I could enter that in the game because there isn't a general description for all the powers. That only existed in the manual.

KGB

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Re: Patch 1.05B  
Posted by Lichking - 17 Apr 2023 20:53

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Meybe in central game screen: Help - Topic Skills (A-H) - Item Heal?

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