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UFO: Alien Invasion 2.3.1 released

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Posted by [Crystan](#) on Nov 30th, 2010

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[Download UFO: Alien Invasion version 2.3.1](#)

A few of the highlights:

- Reaction fire now working properly.
- Several map adjustments fix inaccessible portions of Harvester UFOs and bad alignment of dropships.
- Fixes to the fuel bug where Phalanx craft would erroneously report out of fuel errors.
- Interceptor radar now cleaned on landing so previously detected UFOs appear on next flight.
- Several UI bugs squashed.
- Sound and music problems fixed.
- Fixes savgames with "Base ON RED ALERT" bug.
- Fixes dropship transfers if the destination base does not have enough living quarters space.
- Fixes UTF-8 character encoding problems which could lead to corrupted saves in non-latin languages.
- Faulty missions where UFOs disappeared are now working properly.
- Soldiers en route to a mission can no longer take part in base defense.

You can see a (very) full list of fixes that went into the 2.3.1 release here: [Full changelog](#)

NOTE

Due to a change in the tech tree, loading savgames can result in error messages being displayed. These are [harmless](#) and your game will [play fine](#). The error will begin "RS_GetTechByID: Could not find a technology...". If your old savgames don't show up in 2.3.1 - please check our [FAQ](#).

Work on the next major release continues. New features such as rescue missions for downed interceptors and dropships are already getting worked into the development version. Beautiful, brand new soldier models are nearing completion, production requirements have been upgraded to require certain materials and a host of other improvements are in the works.

New Soldier models (WIP):

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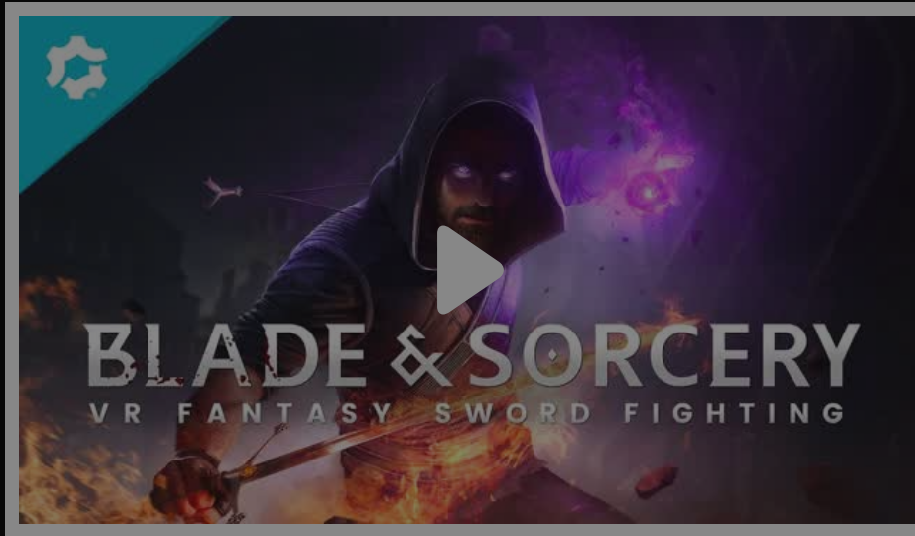
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UFO: Alien Invasion Team
Developer



Comments



ShinobiNFC - Nov 30 2010 - 74 comments

I had to uninstall this game so I would be able to do homework :p

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Kyle_K_ski - Nov 30 2010 - 1,076 comments

The new models are amazingly well defined and have nicely detailed skins. I like the scuff marks and other wear and tear on the powered suit unit. Thumbs WAY up!

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