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UFO: Alien Invasion

UFO: Alien Invasion maintains compatibility through...

Posted by...

UFO: Alien Invasion compatibility...

A few of...

- React...
- Severa...
- Fixes...
- Interce...
- Severa...
- Sound...
- Fixes...
- Fixes...
- Fixes...
- Faulty...
- 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 savegames 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 savegames 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):

ix, Release

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UFO: Alien Invasion Team
Developer



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