Game Client

Client stability, performance and how client updates reach your game folder.

- Client Stability: Clean Exit and Braxis City Crash Fixes
- Client Polish and Log Cleanup
- How Client Updates and Asset Sync Work
- Character Sheet Status Display Fix

Client Stability: Clean Exit and Braxis City Crash Fixes

What's New

[Completed] Two client stability issues are resolved.

Fix	Details
Clean exit	Exiting the game normally no longer writes crash report text files or dump files into your game folder. The client now shuts down cleanly.
Braxis crash	Logging in or traveling to the player city of Braxis on Naboo no longer crashes to desktop.

Galactic Civil War screen crash [Live]

> [Live] This fix is live as of v1.8.0. Update through the launcher to get the fixed client. It is also in the Test and Experimental client builds.

Opening the Galactic Civil War (GCW) screen no longer crashes the client. The screen now skips any planet that has no map button instead of exiting. A planet that has no button yet does not appear on the GCW map for now; adding them is planned as a later interface update.

Braxis City: what happened

Newly placed custom bunker structures (such as the Mandalorian Bunker and Rebel Bunker) had their interior rooms load before the matching outer buildings were registered. The client then received rooms with no parent building and exited.

What Changed

- **Client hardening**: the client now logs a warning and keeps rendering when a building arrives late or unlinked.
- **Structure data synchronized**: all custom structures now load their exteriors and interiors together.
- **Safer updates**: new structures are now registered consistently during each server update.

How to Access or Use

Nothing to do. Launch the game through the launcher so your client updates automatically. Player-placed Mandalorian and Rebel Bunkers are now visible and enterable.

FAQ and Known Details

- **I have old crash files in my game folder. Can I delete them?** Yes, they are safe to remove.
- **Still crashing?** Report the location and time on Discord so the team can investigate.

Client Polish and Log Cleanup

What's New

[Completed] A maintenance release that tidies up the client.

- **Missing labels fixed**: character sheet, GCW status, datapad waypoints and object examine windows no longer show blank or placeholder text.
- **Weapon descriptions**: off-hand lightsabers and two-handed weapons are classified correctly in examine windows and bazaar search.
- **Smoother avatar selection**: the character selection screen does less unnecessary work.
- **Quieter logs**: false container warnings for unarmed items are gone.
- **Station Hutta**: docking messages when traveling to and from Station Hutta now read correctly.

How to Access or Use

These changes are active as soon as you launch the updated client. No resets or action required.

FAQ and Known Details

- **Will my UI settings or macros change?** No. Keybindings, macros and custom UI profiles are untouched.
- **Did combat or pet stats change?** No. The pet fix only corrects how pet role icons are looked up.

How Client Updates and Asset Sync Work

What's New

This page explains, at a high level, how SWG Secura keeps your client and the server in step so you do not see missing text, odd visuals or mismatched item data.

What gets updated on your client

Asset type	What it controls
String tables (`.stf`)	Quest text, NPC dialogue, system messages, item tooltips
User interface (`ui/` and `ui-4k/`)	Layouts, HUD, button bars, fonts, 4K interface
Datatables and templates (`.iff`)	Skills, weapon stats, schematics, appearances, quest data
CRC tables	Checksums so client and server agree on object templates and quest IDs

How it reaches you

1. **Build**: source data is compiled on the development cluster.
2. **Stage**: finished files are collected for distribution.
3. **Download**: the SWG Secura launcher verifies your files and downloads anything new before you launch.

FAQ and Known Details

- **Do I have to do anything?** Just start the game from the launcher.
- **Why does the launcher sometimes download files?** A feature or fix shipped with new client data.

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> [NOTE] 4K users: select the 4K toggle in the launcher only on monitors that support it. See the **4K Resolution** page.

Character Sheet Status Display Fix

> [Completed] Fixed on Live. Update your client through the launcher to get the corrected version. No server restart or character action is needed.

What's New

After the v1.9.0 client update, the **Status** tab of the Character Sheet showed your attributes (Strength, Constitution, Stamina, Precision, Agility and Luck) without most of the bonuses from your gear. For example, a character wearing nine armor pieces with +35 Luck each saw Luck 55 on the Status tab, while the Skill Mods tab correctly showed 443.

This affected every profession.

Your character was never weakened

This was a display problem only. Combat, dodge, critical hits, loot luck and every other calculation always used your full, correct values. Nothing about your character, gear or progress changed, and nothing was lost.

What changed

- The Status tab again shows your attributes with the full bonus from your equipment, matching the Skill Mods tab.
- The corrected client is delivered through the launcher like any other client update.

How to update

1. Open the SWG SECURA launcher and let it finish updating.
2. Log in to Secura Horizon or Secura Origins and open your Character Sheet. The Status tab should now match the Skill Mods tab.

FAQ

Do I need to do anything to my character or gear? No. Only the client display was wrong.

Is the Experimental server fixed too? The Experimental server uses its own client build. Its display is updated with the next Experimental client update.

Still seeing low numbers after updating? Let the launcher finish its update, restart the game, and tell us in Discord with your character name and a screenshot of both tabs.