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.

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