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. I decided to clear some issues out that I felt would keep players from using the game properly, or worse, keep players from even knowing about the game, and have fun with it before I make any more drastic changes. This should be fixed in the next release. I am also renaming some icons for the convenience of the players. I have tried to be as clear as I can about the fixes in the patch notes. I hope everyone enjoys the update. Thanks to @tovii for making me aware of some issues with the server browser. So here it is. You see the same issues as me. 1. Login in same players. 2. Friends list is empty login in same players is now solved, but the issue with friends list is still there. It says that it's not. And it's really really annoying to have it, because you don't know what can happen to your friend list. I'm really glad to finally have all the issues fixed in this version of the game. However, there is still some room for improvement and even though I am working on the main game, I would still like to add some more content to the modding kit. This update contains some fixes for a client crashing when the game tries to get the Players list. First of all thanks to those who have been helping me out with testing and feedback. I have the remaining of the fixes from the New Update in Alpha 1.2. The problem I had with not being able to log in was resolved. However I did have an issue with the servers being not connected. So I am working on a way to make it so the server will not disconnect until they log in. I have also changed the tote title bar to be more descriptive. When I am all done with the modding kit I will change the icon for the tote to reflect the current icon for the modding kit. I have added some f3e1b3768c

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