

By [Felix](#) on [December 2007](#) Games Editor

## [CCP Rolls Out Fix for 'EVE Online Trinity' Issues](#)

*'A new build is now available and is safe for all users to download and install'*

Just days ago, [CCP](#) was confirming the launch date for [EVE Online](#)'s free, next-gen graphical expansion in light of reaching a 200,000 subscriber milestone. Everyone playing CCP's popular [MMORPG](#) has surely downloaded the free expansion, but not all have had a very satisfying EVE Online experience afterwards. If you're among those players, don't worry about it. The company has released a new build to help solve the problem. CCP admits that some users may have been inadvertently affected by an error in the install scripts for the Premium Graphics Upgrade process for the new Trinity Expansion. As such, they've addressed the EVE Online community stating the following: "EVE Online: Trinity was released for download at 22:00 GMT on Tuesday, December 5. Shortly after the deployment of the update, CCP became aware of an issue involving the Premium graphics content download whereby a small percentage of our users may have been affected and now need to make repairs to system files. We immediately set to work to identify the cause and resolve it. A new build is now available and is safe for all users to download and install. Users who are running Microsoft Windows versions other than Vista, with multiple hard drives (or multiple partitions on any hard drive) and began downloading the Premium graphics content before 04:00 GMT on Wednesday, December 6, should visit [this link](#) and follow the instructions given to correct any potential system issues." The Trinity expansion wasn't easy to come up with though. CCP had to develop a whole new engine in order to achieve visual goals set by the industry today, and so, by tailoring it to work with for Shader Model 3.0 and above, CCP have set new industry standards themselves. Well, for MMOs anyway. Basically, as CCP confirms, all ships, stations and stargates have been reconstructed, while advanced lighting techniques and complex surface materials will make these highly detailed models even more realistic. The company even claimed in an earlier report of theirs that this is a mere first step in what they're about to do with EVE Online, graphically. Sure enough, they're going to have to fix all the bugs before moving on, but we trust them to do just that. [Here](#)'s the link to the instructions again.