Legends of Dawn Update 1.30

Written by Administrator
Tuesday, 24 July 2012 08:57 - Last Updated Tuesday, 24 February 2015 19:55

Hi guys,

Well, it finally happened. The Legends of Dawn 1.30 patch is here!

As you can see, we stay with you and we keep improving Legends of Dawn. A lot of time has passed since we released the last LoD patch, but we are a really small team, and juggling with the new features you'll find in this patch is not a small task.

The big news for everyone that had memory performance issues with the game is that Legends of Dawn is now a 64-bit title (and 32-bit too). What does it mean for you? It means the game is not anymore "smothered" with the 2 GB of RAM limitation, which generated a lot of performance issues, even if the player had a "beast" of a PC. Thanks to the new 64-bit engine architecture, the game can now use all the RAM your system has.

What happens if you have a 32-bit Windows installed? You will still have an option to play last version in the 32-bit mode as you already do. Steam will automatically detect your system version. From this 1.30 version all future updates will be made for 64-bit version only. Therefore in order to experience better Legends of Dawn now and in the future we HIGHLY recommend an upgrade to 64-bit Windows operating system if you have more than 2 GB of system RAM.

Another great news is that we upgraded in-game physics implementation, so NVIDIA PhysX is not dependent on external software anymore. NVIDIA PhysX caused many issues in the past, whether in the scenarios where the PhysX driver wasn't recognized, or in the situations where the user simply forgot to install the drivers. This is now solved.

We also added upgrades to world streaming, made smoother animations, and a bunch of other fixes and upgrades. Please find the full list of upgrades below.

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- 64-bit OS Support:
- Game and engine are now 64-bit too. You can choose between 32-bit or 64-bit operating systems, but good news is that memory problems (64-bit) are thing of the past now. Game can now utilize all the RAM you have, well over 2GB per process that is the limit of 32-bit processes.
- Upgraded Physics:

- NVidia PhysX is not dependent on external system software anymore. No more separate installation of physics software is required. External physics installation was cause of many problems in the past - from configurations where physics software was not recognized, even though it was installed, to problems with non-steam installations where users simply forgot to install physics software. This is now solved, physics is part of the game itself and should work without any intervention from the user or external software.

- Streaming is upgraded.
- Smoothed Animations.
- Animation for all dynamic entities are now smoothed over time when transiting between animation states. This is most noticeable on monsters and player characters.
- Numerous small optimization's and fixes.
- Slight tweaks and changes to monster AI.

What's next for Legends of Dawn?

Some of you may know from our web site and forum that Legends of Dawn was developed as a part of a trilogy. A lot of work has been done in parallel on our upcoming title Wave of Darkness (WoD) while we were developing Legends on Dawn. One of the main reasons we had to upgrade Legends of Dawn to 64-bit is to make it compatible with new features and improvements that we can carry over from WoD which is 64-bit only.

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Therefore we are happy to announce that we are already working on our next patch for Legends of Dawn. With that patch we plan to bring a bunch of new updates and (WoD) features. We can't reveal the contents of this patch right now, nor the time of the release, but we will most definitely share info with you as we develop.

We are just about to start Wave of Darkness Kickstarter campaign and soon after that we plan to put WoD in Early Access here on Steam so you will have opportunity to be involved in WoD development and discuss which features you want in LoD as well.

LoD and WoD development will remain simultaneous so it is important to us that Legends of Dawn players understand that support for either game will eventually help both.

We hope that most of you will recognize our efforts and help with constructive suggestions, friendly atmosphere and help us create a joyful experience and outcome oriented helpful community.

Thanks for your support.

Dreamatrix Team