

## Legends of Dawn Update 1.51

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Movement update: we made some slight improvements to player movement. As you already know, there are two ways to move player around - using keyboard or by clicking on the place where we wish our player to move. We have added third type of movement now. Keyboard movement works the same way as before, just press the keys and move your player around. Mouse movement is slightly changed. If you click and release mouse button, your player will walk toward the place you clicked on. However, if you click and hold mouse button, your player will walk toward the mouse cursor. Delay between click'n'walk and hold'n'walk is 450 ms. That means if you hold mouse for longer than 0.45 sec, your player will start following the mouse cursor.

Another small change we made is the way 'Take All' button works. That's button with hand icon used to take all items when you open chests or crates or other itemholders. Before this update this button worked in the following way: for each item in the chest, check if there is empty slot in the inventory and if there is, move item from chest to players inventory. And that's it.

Updated version works similar to this with few small changes. Now once you click on the Take All button, program first tries to match items in chest with stackable items in your inventory. If there is enough stack space, item is automatically stacked. If there is not enough space, program will add items to first empty slot, just as before.

On the other hand, few additional bugs are solved. Slowdown during the combat with turrets has been fixed. All turrets should work fine now. Player animation freezing during combat is also fixed. Problem was caused by old animations.package which did not contain two updated animations for one hand+shield attacks. Current Legends of Dawn data tree contains some 91,000+ files sorted in 8800 folders. Those two animations were packed but not comited to current steam/retail versions. We have included those in the 1.51 patch so that should be it.

We are currently working on Wave of Darkness and sorting through the lists for Legends of Dawn. There are many features we would like to implement and checking what is possible and/or compatible with current features takes some time. Anyway, more updates will follow.