

## Legends of Dawn Patch 1.05 now live on Steam!

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Important: Please note that for non-Steam version of game, we've just uploaded patch v1.05 to our website and you can download it here: [here](#) .

This patch upgrades all previous versions, from 1.00 to version 1.05. This patch should not be applied to Steam version of the game. Steam players should update the game using Steam client.

patch 1.05:

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- point'n'click player movement
- added map bookmarks
- fixed scroll of faith cost bug
- added level display for wearable items
- various small improvements regarding memory allocations
- fixed doubleclick crash when saving game

Now player can be controlled with WASD to move and by clicking on place you want him to go. Your character DOES NOT search for optimal path. That's up to you as a player. Reason for this is that game is filled with narrow canyons, rocks, fallen trees etc which make pathfinding very difficult. This is not such problem for monsters but it is annoying when your player backtracks when you want him to go forward. AI pathfinding uses path grid with density optimized for creatures, not for player. Also there are many locations where pathfinding will not find most optimal route, for example when player jumps from low cliff, while AI pathfinding will find roundabout route.

Map is now interactive. We have added bookmarks feature to maps panel. Right click on the location on the map and choose "Add Bookmark". You will be able to write short bookmark on that location. To delete bookmark, right click on the bookmark icon and choose "Delete Bookmark". Note that bookmarks are invisible if you place them on area covered with fog of war.

We have fixed the cost of Scroll of Faith. There was bug displaying wrong price when buying scrolls thus making it possible to buy a lot of scrolls and cast many spells thus making game unbalanced.

Wearable items (armors, weapons, helmets, shields etc) now have level shown in tooltip. Also, items that can be crafted now show level of item. Note that when crafting such items, higher level items have much better chance to receive better magical bonuses. Lvl 1 items will at best have Poor or Pitiful prefix while lvl 8 or better items can be everything from Poor to Strong, Mighty and better.

We have fixed game crash that occurred during save game when player doubleclicked on 'Yes' button in confirmation window.