Legends of Dawn Patch 1.07 now live on Steam!

Written by Administrator
Saturday, 17 August 2013 00:00 - Last Updated Saturday, 17 August 2013 11:12

Important: Please note that for non-Steam version of game, we've just uploaded patch v1.07 to our website and you can download it here: here .

This patch upgrades all previous versions, from 1.00 to version 1.07. This patch should not be applied to Steam version of the game. Steam players should update the game using Steam client.

patch 1.07:
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- teleport stones added
- crafting bug fixed
- creature levels fixes
- added small experience gained when fighting creatures 8+ lvl while 5+ levels above them
- tweaked merchant item levels
- memory consumption is now slightly lower
- changed/fixed third tutorial quest
- crafting panel drag'n'drop fixed
- german language fixes
- croatian language bug fixed
- camera fov slightly increased
- grass rendering optimized
- dual wield combat sounds added

We have tweaked creature levels in one of the dungeons. Those were made to reflect slight changes from previous patch. Now players can advance (although very slowly) over max level since killing lvl 8+ creatures will increase player's experience and thus level.

We have also slightly tweaked item levels in merchant shops. Merchants now sell items of various levels. Also scroll of Recea, Scroll of Koshk and Scroll of Korden's Fall are all available in shops.

We have fixed crafting bug that manifested when crafting items while magical item is in first slot in inventory. Bug itself was very easy to fix but very hard to figure out (thanks crpgnut :).

Third tutorial quest (one with spider) used to require that player kills spider after (s)he starts the quest. ow it is possible to kill spider before quest starts.

We have implemented one teleport location per region. Using those players are able to fast-travel to regions previously visited.

Crafting panel had problem with drag'n'drop operation, one of the parameters in the panel was

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wrong and that could cause problems when dragging panel too much. This problem is now fixed.

We have also made various memory optimizations, both on CPU and GPU. Various language problem are also fixed. Mostly in german language (thanks to Alex). Croatian language had bug which was caused by conversion of text from excel to txt format that caused crash when displaying experience in console window. This is fixed. Camera FOV is now slightly larger. Grass rendering is slightly optimized. It turns out that grass required unproportional amount of resources. This should work better now. Final dungeon (which only had entrance) now has exit. We intentionally prevented players from exiting the dungeon, but scrolls of teleportation made that limitation void. Players can now enter and exit that dungeon as they please. Dual wield combat are sound added.