

## Detritus Release Notes

### Version 1.1b (In Progress)

- Selecting Create Game will start an Online lobby automatically
- Fixed an issue which caused humans to be in the incorrect lobby slot when transitioning from Online to Offline
- Resolved the uppercase text issue in the Player Rename window
- "Online" option disabled for non-hosts in the Lobby UI
- Lobby names will now auto-update if the host changes their name

### Version 1.1a

Released 25/01/2025

#### Overview

- New **Victoria Map** added featuring an **underground subway** interior accessible from two entrances
- New **Target Square** map added featuring a Lancaster bomber performing timely bombing raids
- New **The Base** map featuring a portacabin interior, and a giant claw which comes crashing down on an interval
- Refreshed **Dungeon** map featuring a rouge blue flame which spawns from the corresponding torch and causes havoc by targeting a random player every 10 seconds.
- Refreshed **Clockworks** map which is all about time. This map is split into 4 zones (3, 6, 9, 12), with one random zone suffering from a slowdown of time each time the clock strikes 12
- Implemented support for **HTML5 crossplay**
- Added support for small resolutions with UI scaling
- Disconnecting from the server will no longer terminate your session – your game will continue where you left off with clients being swapped for CPU players
- Certain objects scattered throughout various maps can be now picked up and thrown at other players, temporarily knocking them down
- Multiplayer Chat profanity filter implemented
- The selected Map in the Lobby screen can now be seen in the background
- Introduced Boomboxes to various maps which play a variety of music. These can be picked up and used as a weapon
- Introduced Player Armour
- First Aid Stations available on selected maps where recurring Health Kits are spawned
- **AJ Nightclub** map has been refreshed. The Nightclub now features a full sized floor piano where you can play the melody of "When Love Takes Over" by jogging across
- Default player appearances will now be altered depending on the Game Map
- Updated UI for game joining
- New Target sign posts added to various maps which cause a corresponding trap door to be opened, plummeting your enemies into the abyss

#### Fixes

- Fixed an issue which prevented exiting the Key/Button Mapping Settings Menu via Esc
- Multiplayer optimisation improvements
- Turn Based sessions will no longer be terminated when the host leaves the game
- Player colours will no longer change when a player leaves or joins a game
- If a Player A sends Player B into orbit and Player B knocks down and kills another player in the process, Player A will be awarded the kill

- Fixed an issue which caused players to briefly respawn before confirmation from the host after dying, causing some players to “flash” in position
- Online Players will now take the correct amount of bullet damage (this is reduced by default if a CPU shoots a human. This no longer applies if a human shoots a human)
- Fixed an issue where some unhosted projectiles would remain on screen for a moment after being exploded
- Fixed an issue with the grenade launcher sound
- Fixed an issue which prevented UI scrollbars from working correctly

#### Alterations

- Scrolling through the Player List when the game has ended will now scroll per page as opposed to per entry. Support added for scrolling through the Player List in the Lobby screen for smaller resolutions
- Minor Lobby UI changes featuring short Game Mode descriptions
- External Animations & Skeletal data have been removed from game files and are now loaded straight from memory for HTML5 support
- Updated Fire & Smoke effects
- Further optimisation improvements
- Current and future music files are now saved externally
- Higher collision tolerance for Flags (they are now collected from a short distance)
- Proximity Mines now include illuminated effects when armed
- Minimap icons re-introduced to Turn Based mode when the current player is off-screen
- Added freefall detection
- Corpses will now ragdoll by default in most cases
- Audio improvements – added new music and sound effects
- Gamepad Auto Aim improvements
- Removed the mouse cursor from the death screen
- The chatbox is now available at the Game End screen
- Added an option to the Controls setting which allows you to toggle the Aim to throw. Disabling this means you will automatically throw a projectile whether you are aiming or not, as opposed to dropping a projectile if you aren’t aiming.
- Added a ‘Ready’ key option as an alternative for when the resolution cuts off the Lobby Settings menu

#### HTML5 Edition

- The new HTML5 edition is based on the Free Edition of Detritus and thus has limitations on weapons, maps, achievements, gamepad support, and customisation options
- The Turn Based Game Mode has been disabled on the HTML5 versions of Detritus. DM/TDM/FR are not affected
- Ragdoll physics disabled by default for further optimisation
- Minor graphical processing changes

*Firefox is not recommended due to performance issues*