

Punch Planet - Version 0.5.2.c

• Training Mode

- Added Training Dummy Reversal Actions
 - Accessible from the Dummy Settings menu when Dummy Type is set to Default
 - Allows enabling of the training dummy to use reversal moves automatically
 - Actions can currently be set for two situations:
 - Hit & Block Stun
 - Wake-Up
 - Players can choose up to five actions that the Dummy will perform in the above situations
 - Actions can be chosen from a list of available moves per-character, in general they are:
 - All supers
 - All specials
 - All normals
 - All universal mechanics (Throw, ATC, Dash, Jump, etc)
 - *Missing all of Dog's run moves since they are more complex inputs
 - Will consider adding support for the air reset situation soon but that case is less-trivial
 - Actions can also quickly be enabled or disabled via toggle
 - There is also an option for disabling all reversal actions
 - Settings are saved per-character in the Training.settings file
 - This system doesn't cover all the situations possible in the game but it will definitely help for learning tech. Will at some point add custom recording for actions, but that is substantially more work and not sure when that will happen
- Added Training Dummy "First" BlockType
 - Can now set the training dummy to always block the first hit, and stop blocking immediately after
- Updated Training Dummy "Auto" BlockType Logic
 - Changed the logic for deciding when the training dummy can block when set to "Auto"
 - Couple cases that are fixes:
 - Dummy will now block correctly when being reset
 - Dummy will now block correctly when waking up
 - Dummy will now block correctly when being hit with a mid -> low true-blockstring
 - ie, Roy Cr.MP xx LP.Gunshot second hit will be blocked if first hit was also blocked
- Added "Health-Start" Player Setting
 - Specifies the percentage that health starts at
 - Default is "Max"
 - This is also the value that the health will refresh to
- Added "Health-Regen" Player Setting
 - Specifies if health regenerates or not
 - Default is "Refill"
- Added "Health-KO-Enabled" Player Setting
 - Specifies whether player can be KO'd when health reaches zero
 - Default is "Disabled"
- Added Per-Player Player Settings
 - All the above (and E/T Meter + Maxx Happy Hour) settings can now be set per-player
- Updated Health / Meter Refresh Logic

- Changed the logic for deciding when players` health / meter gets refreshed so that it's more consistent and correct
 - One instance is that they will not regen until after the characters return to neutral for X frames. Things like using raw super will not immediately refill your meter like before.
 - Added "Game Timer" Display Option
 - Turn on the game timer
 - Ends at zero and stops until gameplay is restarted
- **Optimizations**
 - Optimized some things general code things, particularly in regards to the per-frame move and input logic
 - These get called many times per-frame, improving them helps things like faster input recognition and faster rollbacks online

Punch Planet - Version 0.5.2.b

- **Characters**
 - **Generic**
 - **Collision Boxes**
 - **All Body Types**
 - Extended airborne top hurt box bottom from 4.0 to 3.9
 - Retracted airborne top hurt box top from 4.0 to 3.9
 - This affects the difference between empty jump / attacking
 - **Roy**
 - **Costumes**
 - Added "Luna PD" DLC costume
 - **Moves**
 - **St.MK**
 - Extended hit box right from 5.75 to 5.9
 - **Cr.MK**
 - Extended hit box right from 7.35 to 7.5
 - **St.HK**
 - **Charged**
 - Increased wall launch x velocity from 2.5 to 2.65
 - **Headbutt**
 - **EX**
 - Increased wall launch x velocity from 2.5 to 2.65
 - **Gunshot**
 - **L**
 - Increased push back from 1.0 to 1.5
 - **Cid**
 - **Costumes**
 - Added "Commando" DLC costume
 - **Moves**
 - **Cr.MP**
 - **Fast**
 - Extended hit box right from 6.4 to 6.5
 - **Knife Rush**
 - **M**
 - Increased push back on hit from 3.65 to 4.0
 - Decreased push back on block from 3.65 to 2.5
 - **H**
 - Decreased push back on block from 3.0 to 2.5
 - **TYara**
 - **Audio**
 - Updated shield bash sound
 - **Dog**

- **Moves**
 - **Run**
 - **L / M / H**
 - Increased initial startup state frames from 4 to 5
 - Decreased initial startup state x velocity from 0.3 to 0.24
 - **EX**
 - Decreased initial startup state frames from 2 to 1
 - Increased initial startup state x velocity from 0.6 to 1.2
 - **Run -> Stop**
 - Moved order for checking input when cancelling into Stop, to be before all other followups
 - Increased leniency for cancelling into stop from 8 to 12
 - **Run -> Mid Strike**
 - **EX**
 - Increased wall launch x velocity from 2.5 to 2.75
 - **Run -> Leap Strike**
 - **EX**
 - Fixed airborne startup state hurt boxes being disabled
- **Character Shake**
 - Disabled character shake
- **Battle Camera**
 - Slightly increased horizontal speed
- **Main Menu Music**
 - After looping a certain amount of times, game music will now transition into random other songs in the game
 - Our stream will no longer play the same looping menu music forever :D
- **Benchmark Mode**
 - Added benchmarking tool to the graphics options dialog
 - Only usable from main menu (not in gameplay)
 - Watch neverending cpu vs cpu fights at maximum speed (not capped at 60 fps) and see how well your computer performs
 - Will be helpful for us to compare performance between different machines and to help find any discrepancies between characters or stages
 - Generally a grade of A or above is considered slid for online play
 - Any matchup played in this mode will be consistent between machines and runs
 - Every time you run Roy vs Roy, it will result in the same sequence
 - First benchmark should be sharable between players (first 10 seconds)
- **Lobbies**
 - Lobby / Spectator Pause Dialogs
 - Now breaks player list into "Versus", "Up Next" and "Spectators"
 - Moved leave / join rotation button to the left side with the other options
 - Added "Move Down" button, which allows a player to move themselves down one position in the player list
 - Lobby Dialog
 - Added "Lobby Settings" button, which allows the lobby host to change privacy / size without remaking the lobby
 - Attempting to change lobby size to smaller than current player count will clamp it at the current amount
 - ie, 3 players in an 8 person lobby
 - host sets to 2 players
 - lobby size will set to 3 (since there are still 3 players in)

- Updating lobby size does not update it for players searching until they reconnect to the server
 - Searched games will show up as their original total player count
 - Players will still fail to join a full room even if it says there is open space
 - Setting the lobby to private and then back to public will cause this to update

Punch Planet - Version 0.5.2.a

- **Characters**
 - **General**
 - **Collision Boxes**
 - **Big Body**
 - Retracted standing move box top from 8.25 to 7.75
 - Retracted crouching move box top from 6.5 to 6.0
 - **All Characters**
 - **Walks**
 - Increased move speed ramp frames from 6 to 10
 - **Roy**
 - **Moves**
 - **Walk Forward**
 - Increased move speed from 0.22 to 0.23
 - **Walk Backward**
 - Increased move speed from 0.175 to 0.185
 - **Cid**
 - **General**
 - Decreased meter scale from 0.95 to 0.925
 - **Moves**
 - **Walk Forward**
 - Increased move speed from 0.24 to 0.26
 - **Walk Backward**
 - Increased move speed from 0.18 to 0.19
 - **St.LK**
 - Decreased startup state frames from 4 to 3
 - **St.MP**
 - **Charged**
 - Now gains meter when used
 - **Cr.MP**
 - **Charged**
 - Now gains meter when used
 - **Jp.MP**
 - **Charged**
 - Now gains meter when used
 - **Cr.MK**
 - Retracted startup state hurt box top from 6.5 to 6.0
 - Retracted active state hurt box top from 6.5 to 6.0
 - Extended hit box left from -0.5 to -1.0
 - **St.HP**
 - **Charged**
 - Now gains meter when used
 - **Cr.HP**
 - **Both Versions**
 - Retracted second hit box left from 0.25 to 1.0
 - Retracted third hit box left from 0.0 to 0.5
 - **Charged**

- Now gains meter when used
 - **Jp.HP**
 - **Charged**
 - Now gains meter when used
 - **Grenade**
 - **All**
 - Retracted hit box top from 3.0 to 2.0
 - **EX**
 - Retracted second hit box top from 4.0 to 3.0
 - **Super Install**
 - Decreased meter used per frame from 5 to 4
 - Total frames increased from 800 to 1000
 - Total time increased from 13.33s~ to 16.66s~
- **T.Yara**
 - **Moves**
 - **Walk Forward**
 - Increased move speed from 0.175 to 0.185
 - **Walk Backward**
 - Increased move speed from 0.12 to 0.13
- **Dog**
 - **General**
 - Decreased damage scale from 0.9 to 0.875
 - **Moves**
 - **Walk Forward**
 - Increased move speed from 0.23 to 0.24
 - **Walk Backward**
 - Increased move speed from 0.175 to 0.185
 - **St.MK**
 - Moved up cancel window into St.HK by 4 frames (sooner)
 - **Cr.MK**
 - Increased startup state frames from 6 to 7
 - Increased frames between each hit from 1 to 7
 - This will allow the defender to parry the first hit and block the second
 - **Jp.MK**
 - Increased frames between each hit from 2 to 8
 - This will allow the defender to parry the first hit and block the second
 - **1st Hit**
 - Extended hit box bottom from 2.0 to 1.5
 - Extended hurt box bottom from 1.5 to 1.0
 - **Dw.Fw.HP (Command Slide)**
 - Input changed to Down+HK
 - No longer plays slide VO
 - No longer marked as a special attack
 - No longer deals damage on block
 - No longer super cancellable
 - **St.HK**
 - Broke hit box into two
 - **Lower Hit Box**
 - Retracted right from 5.0 to 4.0
 - Retracted top from 8.5 to 5.75
 - **Higher Hit Box**
 - Extended right from 5.0 to 5.5
 - Retracted bottom from 3.0 to 5.75
 - Added farther forward hurt box during active frames
 - Increased initial startup state frames from 6 to 7

- Total startup frames increased from 9 to 10
 - **Cr.HK (Command Leap)**
 - Input changed to Down+Backward+HK
 - **Run**
 - Can now cancel into JTC
 - Previously was only EX.Run
 - **Run -> Leap Strike**
 - **EX**
 - Removed projectile invincibility
 - **Pin Wheel -> Dive**
 - **EX**
 - Now flashes yellow
 - **Pin Wheel -> Slide**
 - **EX**
 - Now has a seperate ex version
 - Data is the same as normal
 - No longer gains meter
 - Can now chip kill
 - Flashes yellow
 - **Super PinWheel**
 - Increased each hit damage from 75 to 80
 - Total damage increased from 225 to 240
 - **Super Run**
 - Increased each hit damage from 70 to 82
 - Total damage increased from 420 to 492
- **Agent-G**
 - **Moves**
 - **Walk Forward**
 - Increased move speed from 0.24 to 0.25
 - **Walk Backward**
 - Increased move speed from 0.19 to 0.2
 - **Fw.MK**
 - Increased recovery state frames from 7 to 8
 - Hit Advantage:
 - Link: [+2, +4] => [+1, +3]
 - CH Advantage:
 - Link: [+5, +7] => [+4, +6]
 - Block Advantage:
 - Link: [-1, +1] => [-2, +0]
 - **Lunar Disc**
 - **All Versions**
 - Decreased projectile spawn x position from 3.5 to 3.25
 - **EX**
 - Increased total startup state frames from 11 to 14
 - Same speed as all fast normal versions
 - **Crescent Kicks**
 - **All Versions**
 - Can no longer DTC on hit when used as a reversal
 - Retracted first hit grounded hit box right from 3.0 to 2.5
 - Retracted first hit airborne hit box right from 3.6 to 2.5
 - **Maxx**
 - **General**
 - Decreased meter scale from 0.9 to 0.875
 - **Moves**

- **Walk Backward (Non-Buffered)**
 - Decreased move speed from 0.175 to 0.16
- **Walk Backward (Buffered)**
 - Decreased move speed from 0.12 to 0.11
- **Jumps**
 - Increased y velocity from 0.61 to 0.65
 - Increased y acceleration from 0.028 to 0.03
- **Throw Forward**
 - Increased total attacker frames from 85 to 105
 - Added additional animation to the recovery
 - Decreased knockdown frames from 42 to 39
 - Decreased animation x movement scale from 1.0 to 0.8
 - Decreased knockdown x distance from 10.0 to 8.0
- **Throw Backward**
 - Increased followup followthrough state frames from 24 to 29
 - Increased followup recovery state frames from 19 to 24
- **St.LP**
 - Decreased push back from 2.25 to 2.0
 - Decreased recovery state frames from 5 to 4
 - Hit Advantage:
 - Link: [+7, +8] => [+8, +9]
 - CH Advantage:
 - Link: [+9, +10] => [+10, +11]
 - Decreased block stun from 16 to 15
 - Block Advantage:
 - Link: [+2, +3] (unchanged)
- **Cr.LP**
 - Decreased push back from 2.25 to 2.0
 - Decreased recovery state frames from 5 to 3
 - Decreased hit stun from 22 to 21
 - Hit Advantage:
 - Link: [+8, +9] => [+9, +10]
 - CH Advantage:
 - Link: [+10, +11] => [+11, +12]
 - Decreased block stun from 16 to 14
 - Block Advantage:
 - Link: [+2, +3] (unchanged)
- **St.LK**
 - Extended hit box right from 4.25 to 4.5
- **St.MP**
 - Increased startup state frames from 6 to 7
 - Decreased followthrough state frames from 11 to 10
 - Decreased recovery state frames from 5 to 4
 - Retracted hit box right from 5.5 to 5.25
 - Retracted hurt box right from 4.75 to 4.5
 - Decreased hit stun from 24 to 23
 - Hit Advantage:
 - Link: [+6, +8] unchanged
 - DTC: +10 -> +9
 - CH Advantage:
 - Link: [+9, +11] unchanged
 - DTC: +13 -> +10
 - Decreased block stun from 21 to 19
 - Block Advantage:
 - Link: [+3, +5] unchanged
 - DTC: +7 -> +5

- **Fw.MP**
 - Increased startup state frames from 8 to 9
 - Now target combos into St.HP
 - Increased hit stun from 21 to 22
 - Hit Advantage:
 - Link: [+5, +8] => [+6, +9]
 - DTC: +7 => +8
 - CH Advantage:
 - Link: [+8, +11] => [+9, +12]
 - DTC: +10 => +11
- **Cr.MP**
 - Decreased recovery state frames from 9 to 8
 - Extended hit box right from 6.0 to 6.25
 - Decreased hit stun from 23 to 21
 - Hit Advantage:
 - Link: [+2, +4] => [+1, +3]
 - DTC: +9 => +7
 - CH Advantage:
 - Link: [+5, +7] => [+4, +6]
 - DTC: +12 => +10
 - Block Advantage:
 - Link: [-3, -1] => [-2, +0]
 - DTC: +4 unchanged
- **St.MK**
 - Increased startup state frames from 7 to 8
- **St.HP**
 - Now receives armor when buffed
 - Previously was only when buffed from HappyHour super
 - Increased armor window start when buffed from frame 3 to 4
 - Increased startup state frames from 7 to 8
- **Fw.HP**
 - Now receives armor when buffed
 - Previously was only when buffed from HappyHour super
 - Increased armor window start when buffed from frame 3 to 4
- **Cr.HP**
 - No longer receives armor when in Happy Hour
 - Increased block stun from 13 to 15
 - Block Advantage:
 - Link: [-14, -11] => [-12, -9]
 - DTC: -1 => +1
- **St.HK**
 - Now receives armor when buffed
 - Previously was only when buffed from HappyHour super
 - Increased armor window start when buffed from frame 3 to 4
- **Cr.HK**
 - No longer receives armor when in HappyHour
- **HookSwing**
 - **L**
 - Increased startup state frames from 16 to 19
 - Decreased followthrough state frames from 10 to 9
 - Hit Advantage:
 - Link: [+2, +6] => [+3, +7]
 - DTC: +5 (unchanged)
 - CH Advantage:

- Link: [+6, +10] => [+7, +11]
 - DTC: +9 (unchanged)
 - Block Advantage:
 - Link: [-3, +1] => [-2, +2]
 - DTC: +0 (unchanged)
- **M**
 - Increased startup state frames from 20 to 21
 - Decreased followthrough state frames from 9 to 7
 - Decreased recovery state frames from 5 to 4
 - Decreased hit stun from 23 to 21
 - Hit Advantage:
 - Link: [+2, +9] => [+3, +10]
 - DTC: +9 => +7
 - CH Advantage:
 - Link: [+6, +13] => [+7, +14]
 - DTC: +13 => +11
 - Block Advantage:
 - Link: [-5, +2] => [-2, +5]
 - DTC: +2 (unchanged)
- **EX**
 - **First Hit**
 - Increased hit stun from 21 to 30
 - Hit Advantage:
 - DTC: +7 => +16
 - CH Advantage:
 - DTC: +11 => +20
 - **Second Hit**
 - Increased juggle y velocity from 0.6 to 0.65
- **HornyToad**
 - **All Versions**
 - Decreased airborne recovery state frames from 21 to 16
 - Increased grounded recovery state frames from 11 to 16
- **G.A.P**
 - **L**
 - Decreased total damage from 115 to 100
 - Increased airborne startup state frames from 15 to 17
 - Total startup frames increased from 20 to 22
 - **M**
 - Decreased total damage from 135 to 120
 - **H**
 - Decreased total damage from 150 to 140
 - **EX**
 - Decreased total damage from 165 to 140
 - Increased whiffed recovery state frames from 50 to 60
- **Buff-U**
 - **All Versions**
 - Now grants armor to St.HP, Fw.HP and St.HK
 - Decreased recovery state frames from 20 to 18
 - Can no longer be used when a projectile is still active

- Projectile from non-buffed buff-u does not count
 - **EX**
 - Can now chip kill
 - Hit box is now active for 5 more frames
 - Now otgs
 - **Buffed**
 - Added normal version of Buff-U that happens when already buffed
 - Throws bottle forward like EX
 - projectile is the same as EX but does half damage
 - **Last Call (Buffed)**
 - Decreased knockdown frames from 22 to 12
 - **Happy Hour**
 - No longer gains any EX meter from normal sources (using attacks, getting hit, etc) after happy hour is activated
 - Can still gain meter from using Buff-U
 - No longer grants armor to normals
 - St.HP and St.HK still get armor from the Buff-U change above
- **Battle Camera**
 - Adjusted FOV and positioning for a slightly more "2D" look
- **Push Back**
 - Increased push back scale from 3.5 to 5.0
- **Hit Stop**
 - Increased Light_Airborne 10/16 => 11/17
 - Increased Medium_Cancellable 10/16 => 11/17
 - Increased Medium_Beefy / Medium_NonCancellable 11/17 => 12/18
 - Increased Medium_Airborne 10/16 => 11/17
 - Increased Heavy_Cancellable 10/16 => 11/17
 - Increased Heavy_Beefy / Heavy_NonCancellable 11/17 => 12/18
 - Increased Heavy_Airborne 10/16 => 11/17
 - Increased Specials 11/17 => 12/18
- **Character Shake**
 - Adjusted shake when characters are struck, more subtle than before
- **Character Intros**
 - Players can now skip their own intros by pressing the start button
- **Visuals**
 - Updated clone visual effect when using T-meter (blue dissolve)
 - Updated clone visual effect when using E-meter (yellow scanlines)
 - Supers now use the E-meter effect (yellow scanlines)
 - Updated background visuals when using Supers (yellow scanlines in bg)
 - Some character materials are now "Shiny" (Agent armor, Roy gun)
- **Gameplay UI**
 - Changed visuals on T-meter and E-meter
- **Depth Of Field**
 - Changed how depth of field works
 - Previously was used during intros, outros, and zooming during gameplay to focus more on the character
 - Now it is used to give a bit more depth to the far background elements of the stages
 - It's also now a constant effect rather than being toggled on/off when supers/grabs happen
 - This has pros and cons for performance (less fps when enabled, but more consistent since not toggling during gameplay)
 - Should help the characters *pop* a bit more

- **Settings Files**
 - Changed how the player settings files are stored
 - format changed from xml to json
 - names changed (new is type.settings in settings folder)
 - this will force all your settings to be reset to default, sorry!
- **(Local-Play) Character Select / Stage Select**
 - When returning to character select, previous character/costume/color/stage choices are now retained
 - Will reset to Roy/Cid when initiating a new game mode (VersusPlayer, VersusCpu, etc)
- **Social Dialog**
 - Added social menu from the main menu
 - Contains links to all of our social media pages (twitter / youtube / website / discord / etc) and open in the steam browser