

Note that this is just the larger changes from the previous build, smaller changes and various QoL changes, skips and optimizations have not been added.

Release notes:

- The newest build is best played with a joypad/controller.
- The majority of people will need to change the config settings on first launch. It's likely if you have a dedicated graphics card you'll be able to play on ultra settings, but if you're using a lower end machine then you might need to tone down to a lower preset.
- Audio mixing hasn't been completed yet. Headphone users- be careful when changing between scenes! (I've tried to fix this as best I can in code)
- There's a speedhack available if you hold down the 'V' key while the application is starting up. After this point, holding shift will increase speed by 5x (do this at your own risk, some audio will fail to play because of this)

Changelog

V0.2b

- New world map (complete).
- Added joypad configuration system.
- Added VN-style dialogue log.
- Fixed non-fixing resolution bug.
- Added certain new monsters and spawns on the world map. These are all capturable.
- You can now check the visual appearance of the player before selecting your character and the player is no longer asked for their binary gender.
- Exclusive fullscreen runtime config option is now available to work with AMD Freesync monitors.
- Added multiple new expressions for various characters.
- Audio loading is now done on first load to avoid mini-crash before monster encounter.
- Scene loading now does GI calculation in a separate thread to decrease loading time. If you have GI calculations on then this might cause some weird light artifacting on scene loading.
- Most "flat" terrains (Rural shrine, school, smaller rural scenes) are now baked meshes to increase loading time and lower polycount.
- Enemies have a new battle shader applied instead of the old glowing one.
- Enemies calculate lighting the same way as players (avoids different entities being much brighter than others)
- Fixed a bug where resolution setting changes would crash the game after a few minutes (exists in current Mac build, needs further testing)
- Fixed a bug that caused scene transitions to hang on the world map.

- Removed invisible walls and expanded areas for the following scenes: Airport top, Airport inner walk, Walk to school, School hallways (upper), Water town, Lake. More scenes to follow in a future update.
- Removed flickering fog effect from world map.
- Dictionary no longer throws an exception if it fails to find a word, instead it will load the master dictionary, look up the word and add it to your personal dictionary file.
- Mikasa no longer does a 360 noscope with her head when teaching you about hiragana and katakana.
- Animations for male characters no longer stutter when transitioning between walking and run phases.
- Animations for male characters that load the “cool” walk cycle no longer clip out-of-bounds.
- Fixed a bug that caused the game to crash on Pascal graphics cards running driver version 374 or earlier. Nvidia fixed this on their side in 388.00.
- Fixed a bug that caused a thread to lock on 8-core processors and cause weird NPC walking spins (still happens in the airport inside, needs some more testing)
- The player no longer gets stuck on the river in the world map.
- The player no longer gets stuck on the bridge near the second treasure chest when walking towards Fleur in the lake.
- The lake has a new poison water shader and effect.
- Fixed a bug that caused the game to crash when the octopus was defeated.
- Changed how money is calculated from boss monsters (was too much previously)
- Changed how experience is calculated from all monsters.
- You can now grind before the AQUI fight on the world map should you wish. AQUI will no longer softlock you if you haven't levelled high enough.
- Reaching OJP only halves the usability of your moves now, but inflicts self-damage.
- Avatars reaching OJP will no longer stall the battle indefinitely.
- Asumi now shows the correct stats for her current loaded Avatar rather than previous loaded avatar.
- Menu UI no longer plays loud clanging sound when opening and closing it repeatedly in quick succession.
- Camera no longer clips the player's head in indoor scenes (rural and fantasy)
- Rural scenes now load correct lighting data if GI is turned off and lightmaps are requested.
- The screen correctly fades out on 16:10 resolution.
- Config button on main menu no longer turns unselectable after moving your cursor over it a few times (Mouse+Keyboard only)
- The camera no longer spins like crazy in indoor scenes if a non-xbox pad is plugged into the PC.
- Linux no longer crashes the game when reconnecting joypads or keyboards.
- Mac no longer crashes the game on startup on 2015 MacBook pro (certain other hardware configs may be affected)
- Mac no more stutter on animations if Metal API is used.

- Mac (experimental) async compute has been added for rendering. Improves performance by around 20% in walk to school scene.
- Certain NPC models have their torsos remodelled so they don't look like they have noodle arms.
- Can no longer run into the water and get stuck in the water town main river.
- Water town main river now correctly joins both streams going south.