Project Chasm Alpha 1.9.4 Changelog

This is not an exhaustive list of all changes.

Changes

- Fixed an issue where the type effectiveness display would spoil that the enemy is a disguised with Illusion (e.g. Zorua)
- Fixed an issue where leaving Lambert's House in casaba villa placed you on the wrong spot
- Fixed an issue where the move Pacify could never succeed
- Fixed an issue where unusual type effectiveness values would cause an error when trying to display damage popup numbers
- Fixed an issue where the item description popups for TMs would be blank
- Pokemon with Poison Heal now avoid the Speed malus of Poison
- Fixed a crash when a pokemon with frostheal is supposed to heal from being frostbitten
- Fixed Helena giving her badge again when you perfect her advanced refight
- Fixed an issue that caused Prizca East to be garbled
- Fixed an issue where hovering over a move in the fight menu could cause an avatar's type immunity ability to activate
- FIxed the dynamite rock in the jungle path not properly blocking the item behind it
- Remembered to set the in-game version display this time!