

## Changelog 1.2.0 (2021-02-14)

### Summary:

Primarily, this update increases the item variety and balances/fixes existing items. Additionally, the map is now compatible with 1.16 and fully translatable.

### Translation Related Changes:

- #557 map translatable {All texts in the map have been changed to be translatable}
- #583 tutorial video translations {Added subtitles to the animated tutorial textures in the lobby in languages other than en\_us}
- Full German & Russian translations
- Partial French/Dutch/Turkish/Ukrainian translations
- Language files for all languages with replacements for vanilla translations have been added

### Added:

- #561 item: knockback resistance {Added several chestplate items that provide temporary knockback resistance} [\*]
- #564 item: invisible {Added an option where picking up a powerup turns that player invisible (directly, without an item)}
- #552 item: totem of undying {Added a Totem of Undying item that saves a player from dying once if their lifetime runs out}
- #559 item: lingering potion {Added several Lingering Potion Items}
- #562 item: tnt {Added a tnt item that drops a primed tnt when used, allowing players to damage the arena}
- #555 item: close hole {Added an item that allows a player to temporarily close the hole} [\*]
- #560 item: flint and steel {Added a flint and steel item that can be used to set other players on fire}
- #553 item: chorus fruit {Added a chorus fruit item that pretty much works like a normal chorus fruit, but can be instantly consumed}
- #554 item: reverse gravity {Added an item that gives other players levitation} [\*]
- #601 inventory viewer for spectators {Added an inventory viewer for spectators, allowing spectators to see the inventory of the player they're spectating}
- An additional powerup tier, "Crow", has been added.
- The tiers of various powerups have been modified
- Some powerups with various variants, had some of their variants removed/changed
- The powerup tier distribution has been adjusted

[\*] [These items were already in 'Hole in the Floor' and for some reason weren't in the initial Hole in the Floor Remastered release]

### Changed:

- #563 change: traps {Changes have been made to the traps, but I don't know what the change is because it isn't specified here...}

- #565 modified powerup collision detection {The collision of the powerup has been modified. The hitbox is now bigger}
- #580 on rejoin set lives to max lives of players at most {If a player rejoins their lives is set to <= the highest lives value, which makes it so players can't disconnect and reconnect later to keep more lives}
- #584 remove armorstand texture except arms {Most of the armorstand texture has been removed for a better spectator experience}
- #573 rocket boots == feathers?? {Made it so that rocket boots and flying feather items are less similar (rocket boots are slower and last longer)}
- #568 audio feedback for various items {additional audio feedback was added}
- #605 adjust lifetime percentages {The percentages for when to turn the screen red (low lifetime) have been adjusted}
- #587 maybe sofortiger teleporter should actually tp you up if you look up even if not looking at a block {Instant Teleport now teleports you even if you're not looking at a block if you're looking upward}
- #608 remove water on overworld {Removed water from the Overworld arena}
- #635 green vine {The 'Medieval' miniature in the lobby uses grass instead of vines - a green vine texture has been added (the default one is gray) to replace this}
- #607 custom names are white {players that have nicknames have their nickname show up as white in death messages (instead of red) - this has been changed}
- The crediting has been adjusted to be more accurate (some things were renamed/added, some people were added)
- Patreon Contributors of Vertex Creations have had their armorstands removed
- The Vertex Logo and Links in the lobby have been replaced with Crowdford ones

#### Fixed:

- #558 fix powerups {The Powerup randomization wasn't correctly randomized, resulting in certain game actions determining which powerup would be chosen the next time somebody picks up a powerup}
- #581 death and elimination messages should have two spaces {Fixed inconsistent message style for death/elimination messages}
- #569 end arena isnt filled {There's holes in the inside of the end arena causing issues with 'Instant Teleport'}
- #578 ocean arena is pretty bad {You can hit your head very easily on the top of the ocean monument in the Ocean arena}
- #574 spectators can go everywhere
- #609 gravel in the nether {gravel, used in the Nether arena would fall into the void the moment the nether arena is loaded}
- #604 you can spawn in the void at the spawn {"at the start"}
- #571 teams need to have nice display names {using /tm reveals that teams don't have a display name}
- #598 crates are on grass {should be dirt}

- #602

<https://cdn.discordapp.com/attachments/805168736113000468/805175882196975616/unknown.png> {more grass blocks below other blocks}

- #600 spectators can trigger traps

- #599 you can get through the death barrier (void) {Using lag it is possible to drop into the void and falling past the death barrier}