

## TINY METAL: FULL METAL RUMBLE

Steam specific changes are in [blue](#)

Switch specific changes are in [red](#)

### Change Log

#### 1.0.17 - 2021-09-08

##### Bugfix

- [Fix client not connecting in multiplayer sessions](#)
- [Log error when save file is invalid](#)
- [Init new save file when save file is invalid](#)

#### 1.0.16 - 2021-02-01

##### Bugfix

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#### 1.0.11 - 2020-04-02

##### Visuals

- Incorporate community feedback to improve unit versus terrain readability
- Show sub-unit count as ticks in bottom left HUD HP bar
- Highlight completed difficulties on Caesar's Rescue difficulty select screen

##### Bugfix

- Fix heros in save data getting saved under invalid unlock ids
- Add self-healing procedure to fix broken hero saves
- Fix hard-lock loading bug if game has been force quit during commander power
- Fix dialog voice language not respecting settings
- Fix map resets forcing MASTER difficulty to HARD
- Fix ending turn on unit ride causing AI desync and soft lock
- Fix units at times becoming un-selectable
- Fix mouse ray casting hitting lower plane ocean instead of terrain layer
- Fix new heroes missing from statistics on main menu
- Fix ammo and fuel passive commander boost only affecting capacity
- Fix duplicate hero deployment if hero was deployed in prior patch
- Fix merge forcing unit to face north
- Fix stair stepping in unit height change animations
- Fix units appearing buried in terrain under EASY difficulty
- Fix invisible units being selectable
- Fix loaded units appearing invisible
- Fix 3 jukebox songs missing titles
- Fix MP lobby BGM not playing under certain edge cases
- Fix save -> loading resetting turn counter

#### 1.0.10 - 2020-03-11

##### Visuals

- Implement new style oceans
- Coordinated efforts to improve unit readability
- Coordinated improvements to terrain coloring

- Coordinated efforts to reduce feelings of claustrophobia on maps
- Maps now curve into the abyss instead of meeting a wall of abyss
- Oceans visually held back by from flowing into abyss
- Procedural placement of props on terrain
- Animate edge of fog

## **Optimization**

- Optimize shadows between zoom levels
- Optimize material usage between fogged and non-fogged tiles
- Optimize abyss rendering to reduce draw calls
- Prevent font cache flush to reduce frame lag
- Pre-cache particle effects to reduce frame lag

## **System**

- Boost max FPS cap to handle 165hz monitors
- Canceling a build menu using the back button will not mark the factory as done
- Canceling a build menu using the cancel menu option \_will\_ mark the factory as done
- Display which challenges have already been failed from the Mission Details screen
- New hotkeys: Z for enter, X for back. Matching common emulator inputs
- Do not hide HUD when menus open, reduces excess visual noise

## **Bugfix**

- Fix "Mouse Vs Cat" achievement doesn't trigger if your Rifleman kills a Blitz Mecha with its counter-attack
- Fix Indirect units giving damage in ambushes
- Fix hovering over unseen enemy units displaying said unit's movement range
- Fix mouse selection on skirmish menu causing uncontrollable scrolling
- Sentinels Soldier's Super Power not giving crit boost
- Fix VRAM limits on PC causing texture downsampling on high resolutions
- Fix results screen background image not scaling up at 4k
- Fix soft-lock during AIs turn under certain circumstances
- Fix oceans missing under bridges
- Fix jitter when viewing battles
- Fix edge of abyss visible in certain wide monitor aspect ratio

## 1.0.9 - 2019-08-21

### System

- Make only Infantry deploy Heroes
- Add difficulty selection before start of campaign
- Mark factories as skipped when build menu is closed without building
- Add super power options to the pause menu

### Bugfix

- Fix commander passive not switching with commander selection
- Fix icons for various challenges on map packs 「South Island Assault」 and 「Wisdom and courage」
- [Fix DPI scaling for ultrawide monitors](#)
- [Fix Steam Cloud synchronization](#)
- Fix "Safety First" challenge not considering unit losses from counter attacks
- Fix Norman's Bluff allowing same team selection
- Fix campaign mission #25 showing different victory conditions in battle versus results screen
- Remove erroneous Riflemen and Fortress unit voices which referenced a specific team
- Fix enter on mission details screen causing softlock
- Fix master mode not unlocking mission specific achievements
- Fix Perfect Start achievement
- Fix Nora's powers not boosting attack of Mecha
- Fix power effect occurring for carried units
- Fix AI ignoring fog in Forests and Hills
- Fix play time reset even during save reload
- Fix team cash display in deploy menu
- Fix in-game mission details not showing master mode
- Fix continuing after a retirement from a campaign mission not opening overworld
- Fix AI only using powers once until reload

### Localization

- Fix typos in campaign mission #10
- Fix missing line from campaign mission #34
- Fix various typos and improvements to localizations
- Fix AO settings including "better" not "Better"
- Fix Spanish translation of Powers including out-of-font characters
- Fix "Zipang" being written as "Zipangu" in a reported dialog
- Fix spelling of Wondrous in song title

### Balance

- Improve balance of skirmish map「Apocalypse Now」

### **1.0.7**

#### **System**

- Fix Japanese translation for some commander powers
- Fix dialog sound effects not respecting SE volume setting
- [Fix key binding conflict by moving overworld air unit switching to G key](#)

#### **Balance**

- Improve balance of campaign mission #33

### 1.0.9

#### システム

- 歩兵系ユニットのみが通信塔タイルにて「シグナル」を使用できるよう修正
- キャンペーンモードで「初めから」を選択したとき、難易度選択ができるよう修正

#### 不具合修正

- コマンダーパッシブがコマンダー選択で切り替わらない問題を修正
- 「South Island Assault」と「Wisdom and courage」におけるアイコン関連の不具合修正
- [ウルトラワイドモニターのDPIスケーリングを修正](#)
- 反撃によるユニットロスを考慮していない「Safety First」の課題を修正
- 「Norman's Bluff」にて相手と同じチームを選択できないように修正
- キャンペーンミッション#25のリザルト画面にて異なる勝利条件を表示していた問題を修正
- RiflemenとFortressのユニットボイスを一部削除
- バトル中、メニュー⇒ミッション詳細を閲覧中、「Aボタン」を押すと無限ローディングが発生する不具合を修正
- [ミッション特有のアchievementをアンロックしないマスターモードを修正](#)
- [「Perfect Start」がアンロックされない不具合を修正](#)
- ノーラのコマンダーパワーにてメカ系ユニットの攻撃を強化していないのを修正
- アーケロンに乗っているユニットがコマンダーパワーの対象にならない不具合を修正
- ビルドメニューをビルドせずに閉じたときにファクトリをスキップするように修正
- AIが森林・丘タイル内でのフォグを無視する挙動を修正
- プレイタイムが「中断セーブ」にてリセットされないように修正

#### ローカライズ

- キャンペーンミッション#10の誤字を修正する
- キャンペーンミッション#34から行方不明の行を修正
- さまざまなタイプミスやローカライズの改善
- セッティング画面での文字の統一
- スペイン語翻訳にて、アクセントが表示されない個所を修正
- 「Zipang」が「Zipangu」と表示される問題を修正
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#### バランス

- 「Apocalypse Now」のバランスを修正。

### 1.0.7

#### システム

- コマンダーパワーの日本語の翻訳を修正
- SEの音量設定を考慮していないダイアログの効果音を修正
- [地上の航空ユニットの切り替えをGキーに変更](#)

#### バランス

- キャンペーンミッション#33のバランスを改善