Stinky and Loof on Steam Release Notes

Stinky and Loof in Wonderland 3.06/3.07 (1/15/2024)

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#901](#) Stinky's hat on 2D sprite looks misaligned
  - [#910](#) Change Secret Worlds ending cutscenes music
  - [#915](#) Unable to save in Fireworks for the Fifth (Fifth Anniversary lvl 9)

Stinky and Loof in Wonderland 3.06/3.07 (1/10/2024)

- Update Notes
  - This update has been released on iOS and Android!

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#912](#) Lower parts of walls in water appear to flash in mobile game
  - [#913](#) Restoring lost Internet connection doesn't restore game connectivity
  - [#914](#) Mobile game is missing Fifth Anniversary levels

Stinky and Loof in Wonderland 3.05 (1/01/2024)

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#911](#) Unable to import custom model - "Problem Encountered"

Stinky and Loof in Wonderland 3.04 (12/28/2023)

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#908](#) Boulders and Link Spheres explode when running over Kabooms heading the same way
  - [#909](#) "To the Escape Hatch" Saving problem

Stinky and Loof in Wonderland 3.03 (12/26/2023)

- Update Notes
  - This update has been released on Steam!

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#880](#) Momentary gap exposed in Stinky's left hip when walking (leg slightly separated from body) bug
  - [#898](#) Ensure messages don't block coin counter & timer
  - [#899](#) Wider vertical field spacings for Custom Level database filter (Chinese UI)

- ○ [#900](#) Potential game freeze when entering Level Editor
- ○ [#902](#) RTW video fits weirdly with home page, has black spaces on the side
- ○ [#903](#) Starting menu: Buttons disappear
- ○ [#904](#) Fireball shot by Fire Stinkers can have weird-looking tails
- ○ [#905](#) Pressing Enter on Credits menu while game is active closes form and switches characters
- ○ [#906](#) Secret Worlds cutscene glitch

Stinky and Loof in Wonderland 3.02 (12/22/2023)

- ● Update Notes
  - ○ This update addresses the bulk of the issues and suggestions raised during Ash's livestream of Dec 16. The remaining issues will be addressed after release
  - ○ Absent any significant new issues, this update will be released before Dec 25
  - ○ The update includes a number of significant UI changes:
    - ■ Both the main menu and the Pause menu have fewer buttons
    - ■ The Change Language and Cloud Connection buttons have moved to Options, which now has three tabs
    - ■ Players can use the F1 key to display help from anywhere in the game
    - ■ Because the Level Editor button is no longer on the Pause menu, the Level Editor button Edit Active Level is changed to Edit Last Played level
    - ■ The help form displays a list of categories with show/hide buttons to show the individual entries
    - ■ The Show/Hide All button on both the Help and the Story Selection forms is replaced by a white triangle icon button in the upper left
    - ■ The Mothership, Warp Gate, and Flames objects have updated models
    - ■ Water is significantly less turbulent

- ● Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#867](#) German title for "Trial by Fire" (BTW lvl 19) should be "Pfad Des Feuers"
  - ○ [#868](#) Enhance background of initial screen
  - ○ [#869](#) Stinky icon in upper left of initial screen should be 2D
  - ○ [#871](#) Consider changing graphic for mothership
  - ○ [#873](#) Make help form more compact by displaying clickable icons rather than a long text document
  - ○ [#874](#) Reduce the number of buttons on the main and Pause menus
  - ○ [#876](#) Fireball graphic needs to be revised
  - ○ [#877](#) Reduce turbulence of water
  - ○ [#878](#) Add a graphic option to limit FPS (will not implement - see comments) wontfix
  - ○ [#881](#) Boulder hitting a box gets halfway into it before the box is destroyed
  - ○ [#882](#) Round blue button sometimes has a solid line artifact below it
  - ○ [#883](#) Consider changing the orchestral fanfare at level end
  - ○ [#885](#) SW Cutscene misalignment on certain widths

- #886 Level tint doesn't extend to background
- #888 Consider moving the "Show All Descriptions" button on Story Selection to the top of the form
- #890 Stationary fireball seems out of place in game
- #891 Consider reworking Warp Gate to be more dangerous looking
- #892 Zbots are too dark and have too much contrast - consider changing the model
- #894 The solution image for The Courtyard (WSW lvl 76) looks stretched
- #895 Level map tilts during initial zoom in if stinkers start the level on a conveyor
- #896 Camera location glitches if player starts moving on a 3D level during the initial pan down

Stinky and Loof in Wonderland 3.01 (12/11/2023)

- Update Notes
  - The Story Selection form has been updated to resolve issue #861
  - The Help form in portrait orientation has a larger font
  - This build includes Chinese drop D5E
  - Steam has approved the game for release! However, some of the resolutions for the issues below have impacted Chinese localization and release is delayed for any necessary localization updates.

- Issues addressed (numbers refer to Wonderland GitHub Issue Tracker)
  - #861 Repetitive and unaligned text descriptors on Story menu
  - #862 Visually distinguish X-floors from normal floors in Level Editor
  - #863 Replacement images for some solutions, part 5
  - #864 Updated solution graphic for Rainbow Spirits L39 "Rescue Mission"
  - #865 Conveyors stop if player presses Enter while level is loading

Stinky and Loof in Wonderland 3.0 (12/07/2023)

- Update Notes
  - This build has been submitted to Steam for review prior to release

- Issues addressed (numbers refer to Wonderland GitHub Issue Tracker)
  - #780 Improve startup menu

Stinky and Loof in Wonderland 2.99 (12/03/2023)

- Update Notes
  - Incorporated Chinese translation drop 93d
  - Moved the Organize Custom Stories and Custom Level Database buttons from the Story Selection form to the Level Editor menu
  - Changed use of Esc and Spacebar

- - - ■ Esc brings up the main menu on either Story Selection or Level Selection
    - ■ Esc presses the Back button on all menus (including Pause)
    - ■ Esc in the Level Editor shows the File menu
    - ■ Spacebar presses active button (same as Enter) on all forms

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - #698 Volume of original music is too small
  - #753 Zoom Out the Wonderland Stories Screen
  - #760 Non-Remastered tracks have a audio balancing issue
  - #845 Move the Custom Database and Organize Stories buttons to the Level Editor menu
  - #846 Use Esc instead of Spacebar to activate the Back button
  - #847 Simplify some steps at the start of WSW level 42 "Hidden Safety?"
  - #848 Three-button message is not quite tall enough
  - #849 CafeTran export issues: "empty" translated lines revert to original text
  - #850 Replacement images for some solutions, part 3
  - #851 Updated solution to Rainbow Spirits level 25 "The Bridge"
  - #852 Error in the solution of Rainbow Spirits level 14 "Multiple Targets"
  - #854 Guide (Help) page size issue
  - #855 Handle multiple player directories properly
  - #856 UFO hits Stinky at level start of Rainbow Spirits level 39 "Rescue Mission"
  - #857 Chomper movement bugged
  - #858 Possible issue: Endgame cutscenes after WSW level 109 "Stinker Rescue"
  - #859 Corrupted image for solutions to some WSW levels
  - #860 Replacement images for some solutions, part 4

Stinky and Loof in Wonderland 2.981 (11/28/2023)

- Update Notes
  - Incorporated Chinese translation drop 93c

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - #847 Simplify some steps at the start of WSW level 42 "Hidden Safety?"
  - #849 CafeTran export issues: "empty" translated lines revert to original text
  - #850 Replacement images for some solutions, part 3
  - #851 Updated solution to Rainbow Spirits level 25 "The Bridge"
  - #852 Error in the solution of Rainbow Spirits level 14 "Multiple Targets"
  - #854 Guide (Help) page size issue
  - #856 UFO hits Stinky at level start of Rainbow Spirits level 39 "Rescue Mission"

Stinky and Loof in Wonderland 2.98 (11/25/2023)

- Update Notes

- ○ There is a new option to mute button click sounds

- ● Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#692](#) Loof is too big in Chinese level completion message
  - ○ [#751](#) Zoom Out Info Screen
  - ○ [#784](#) Chomper animation has noticeable horizontal snapping when it completes.
  - ○ [#796](#) Stinker death animation will occasionally be cut-off and no rainbow particles will spawn.
  - ○ [#836](#) Repetition of previous muted sound effects upon unmute
  - ○ [#837](#) Persistent error with labels of reflector generators in the Level Editor
  - ○ [#838](#) Frozen screen upon leaving level editor
  - ○ [#839](#) Option to disable menu/UI navigation sounds
  - ○ [#840](#) UFO timings on WSW level 30 "The Lost Cave"
  - ○ [#841](#) Replacement images for some solutions
  - ○ [#842](#) Wrong placement of WSW initial cutscene paragraphs in Chinese UI
  - ○ [#843](#) Improved clarity to solution for WSW level 104 "Sequences"
  - ○ [#844](#) Strange bug in WSW level 56 "Loof is Lost"

Stinky and Loof in Wonderland 2.97 (11/16/2023)

- ● Update Notes
  - ○ Button clicks make a sound, with a slightly different sound for Back buttons
  - ○ Players can delete levels from My Custom Levels by right-clicking on them and selecting "Delete"

- ● Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#752](#) Clicking "Cancel" on the level editor option boots you back to the first level you have not completed.
  - ○ [#779](#) The Main Menu icons, when clicked, have no sound effect.
  - ○ [#798](#) Random black screen when traversing menus in a specific way
  - ○ [#800](#) Make it so that you can delete levels straight from the "My Custom Levels" story.
  - ○ [#816](#) Main menu icons have different styles and coloring
  - ○ [#819](#) Distortion of story solution page upon resizing screen (mostly when enlarged & changing to fullscreen)
  - ○ [#820](#) Consideration for graphic rework to WSW level 66 "Entrance to The Caves"
  - ○ [#821](#) (Minor) solution misspelling: "rainbox"
  - ○ [#822](#) Simplification of solution to WSW level 95 "Oasis!"
  - ○ [#823](#) Improve clarity to solution of WSW level 99 "The Mine Shaft"
  - ○ [#825](#) Clearer segmentation for solution to WSW level 107 "Explosions"
  - ○ [#826](#) (Minor) Collate similar moves for solution to WSW level 108 "Escape from the Void..."
  - ○ [#827](#) "Hint" for WSW level 109 "Stinker Rescue" needs to be simplified
  - ○ [#828](#) Split images for solution of WSW level 106 "Transporting!!"

- ○ [#829](#) Alignment/size issues and considerations on Chinese UI
- ○ [#830](#) Revamped solution to WSW level 102 "Trapped in a Vortex!!"
- ○ [#831](#) Higher-resolution image solution to level "Bridge over Troubled Water"
- ○ [#832](#) Visual issue with WSW level 109 "Stinker Rescue"
- ○ [#833](#) The remastered "Happy" track loops weirdly
- ○ [#834](#) Custom Level Database allows downloading of multiple copies of the same level
- ○ [#835](#) Replacement images for some solutions in Back to Wonderland (original Wonderland)

Stinky and Loof in Wonderland 2.96 (11/09/2023)

- Update Notes
  - ○ Supports keyboard navigation over most of the UI outside the Level Editor
    - ■ Includes Page Up/Page Down scrolling on list forms
    - ■ The mouse is still required on some complex forms (Options, Contact Us, Custom Level Database filter, Custom Level Rating, Organize Custom Levels)
  - ○ Revises Controls form to be compact and context sensitive
  - ○ Provides clearly marked Back buttons throughout the UI (outlined in black and activated with the spacebar)

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#776](#) Either support keyboard navigation or add an options icon on the game screen for full (non-gameplay) mouse control
  - ○ [#802](#) Remove time uploaded from custom level description
  - ○ [#805](#) Reduce text on the Controls menu
  - ○ [#807](#) Improve composition on menus
  - ○ [#818](#) Support keyboard navigation outside of level editor

Stinky and Loof in Wonderland 2.951 (10/31/2023)

- Update Notes
  - ○ This update adds to the Chinese localization.

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#813](#) Add clarity to solution of WSW level 50 "Fire Island Fort"
  - ○ [#814](#) Optimize solution to WSW level 53 "The Peninsula"
  - ○ [#815](#) Minor solution issue to WSW level 55 "The Volcano!"
  - ○ [#817](#) Edit to solution of WSW level 62 "Z-Bot Lair"

Stinky and Loof in Wonderland 2.95 (10/30/2023)

- Update Notes
  - This update includes some UI changes in response to kumaccino's UI critique
    - The Story Selection form now includes both standard and custom stories, and hides their descriptions by default
    - The Custom Level Database search filter is revised
    - Several forms include Back buttons
    - Minor UI changes throughout

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#804](#) Allow player to hide story descriptions on the Story Selection form enhancement
  - [#806](#) Changing languages shows raw string variables in the background bug
  - [#808](#) Buttons on Custom Level Database filter should be in one place enhancement
  - [#810](#) Button text on Custom Story Selection should be black, not grey bug
  - [#811](#) Add a fullscreen selection to the graphics options menu enhancement
  - [#812](#) Story Selection and Custom Story Selection forms are too similar enhancement

Stinky and Loof in Wonderland 2.941 (10/25/2023)

- Update Notes
  - This update adds to the Chinese localization

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#795](#) If a stinker dies in a closed laser gate, the death animation does not play
  - [#799](#) Add clarity to "My Custom Levels" story description.
  - [#801](#) One of the wrenches on the custom stories banner is floating above the view

Stinky and Loof in Wonderland 2.94 (10/24/2023)

- Update Notes
  - This update resolves an ambiguity between switching characters and closing a sign when a player presses Enter or Spacebar. As of 2.94, Enter switches characters, but does not close a sign; Spacebar closes a sign, but does not switch characters.
  - Three minor enhancements to the Custom Level Database search form:
    - Results can be sorted by download count or rating
    - Filter settings are preserved between sessions
    - Searches return up to twenty-five levels

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#734](#) Custom level signs do not allow co-existence of multiple languages (?)
  - [#759](#) Decrease rainbow particles when collecting a rainbow coin.
  - [#770](#) Decrease fire particles emanating from fire
  - [#771](#) Slight image artefacts around stinky and loof models on top of story select screen.
  - [#772](#) Increase camera movement speed when switching between characters.
  - [#773](#) Only have the stinker who gets hit fly into the air.
  - [#775](#) Stinky talks too often when he dies.
  - [#777](#) Have Stinky and Loof talk on startup of the game.
  - [#778](#) Have the RTW menu music play on startup
  - [#781](#) Cannon fireballs, when fired with with a coin gate in front, clip slightly through the gate before "bouncing" back to the Cannon's mouth.
  - [#782](#) Issues with Stinky image in level completion screen.
  - [#783](#) Ghost's texture instantly turns when It hits a corner.
  - [#785](#) Add the option to sort custom level database by download count and rating.
  - [#786](#) Pressing enter to switch characters while on a sign closes the sign, and then you have to press enter again to switch characters.
  - [#787](#) Display more than 15 custom levels by default when searching in the database.
  - [#788](#) When immediately starting a level, if the player presses movement keys, the camera shakes back and forth.
  - [#789](#) Remove distance blur.
  - [#790](#) Decrease the size of the "250" that appears when you collect a bonus coin
  - [#791](#) Stuttering effect on shadows in Back to Wonderland Chapter 1 Level 8 "One, Two, Kaboom!"
  - [#792](#) Noticeable frame drops occurring in WSW level 77 "This Place is Haunted"
  - [#793](#) Teleporter color bug
  - [#794](#) Strange issue when starting game without Steam

Stinky and Loof in Wonderland 2.93 (10/18/2023)

- Update Notes
  - This update changes the way S&L stores and deploys styles
  - The white artifacts that showed up a few levels are gone
  - S&L can now import unmodified RTW custom textures
  - However, previously imported custom textures must be imported again

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#742](#) Seams on top of walls may result from texture atlas

Stinky and Loof in Wonderland 2.92 (10/16/2023)

- Update Notes

- ○ This update resolves all known issues with first person view
- ○ It includes an enhancement to movement supporting pressing two movement keys simultaneously: the selected character moves forward until it can turn in the direction of the second key. This is available in both normal and first person view

- ● Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#728](#) Position bug on WSW level 44 "The City Square"
  - ○ [#729](#) Adding a new custom story successfully works, but the popup displays the whole description and not the name.
  - ○ [#730](#) Angle issue when standing on a floating box on water in first-person mode
  - ○ [#731](#) Less-nauseating first-person death sequence.
  - ○ [#733](#) Simplification of solution to WSW level 10 "Stormy Weather"
  - ○ [#735](#) Trampolines and direction key issues
  - ○ [#736](#) First person mode has some serious issues
  - ○ [#754](#) The Controls Menu does not work in the latest version.
  - ○ [#755](#) Clipping through spikes before dying
  - ○ [#756](#) Lower spike height
  - ○ [#757](#) Death "song" continues after pausing the game.
  - ○ [#758](#) The White Colored level name is sometimes obscured by the background
  - ○ [#761](#) Meta stinkers can die and end level
  - ○ [#762](#) Updated solution to WSW level 24 "The Old Windmill"
  - ○ [#763](#) Teleportation is too slow after fix for #737
  - ○ [#764](#) Error popup "Unable to load story" starting game when last level played was a custom level
  - ○ [#765](#) Minor solution image issue for WSW level 34 "At Crystal Lake"
  - ○ [#766](#) Improved solution to WSW level 38 "Alien Resort"
  - ○ [#767](#) Bridged water/lava tiles disappear when loading from save
  - ○ [#768](#) Add clarity to solution of WSW level 45 "Neighbourhood Watch"

Stinky and Loof in Wonderland 2.91 (10/09/2023)

- ● Update Notes
  - ○ This update resolves most of the issues described in Qloof's [recent post to the Wonderland Forum](#)
  - ○ I've posted a [response to Qloof](#) on the Forum
  - ○ The update includes a revised splash screen and should load faster

- ● Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#725](#) Position bug on WSW level 64 "Heart of Fire"
  - ○ [#726](#) Change music on WSW level 66 "Entrance to The Caves"
  - ○ [#727](#) Boulder collision inconsistencies on WSW level 24 "The Old Windmill"
  - ○ [#737](#) Fast camera movement at level start can be disorienting
  - ○ [#738](#) Select New Level button on Pause menu should be at the bottom
  - ○ [#739](#) Title screen has artifacts around text

- #740 Coin counts and timer are hard to read against white background
- #741 Occasional Z-fighting on conveyors
- #743 Water flickers at tile edges, especially in first person mode
- #744 Improve animations (phase 1)
- #746 Bonus coin floating text missing in first person mode
- #747 Improve wood box explosion effect
- #748 Game startup is slow, especially first use

Stinky and Loof in Wonderland 2.903 (9/29/2023)

- Issues addressed (numbers refer to Wonderland GitHub Issue Tracker)
  - #722 Link sphere behavior is incorrect in DB level Boxing Day
  - #723 Consider changing the Warp Gate model
  - #724 In the level "Watch Your Step", Stinky can walk into the flames floating on water adjacent to the starting point of the level.

Stinky and Loof in Wonderland 2.902 (9/26/2023)

- Issues addressed (numbers refer to Wonderland GitHub Issue Tracker)
  - #717 Replacing a saved position with the Enter key switches characters (if applicable)
  - #720 Stinkers can push boulders thru conveyors
  - #721 Spikes behave erratically after loading a savefile

Stinky and Loof in Wonderland 2.901 (9/25/2023)

- Issues addressed (numbers refer to Wonderland GitHub Issue Tracker)
  - #708 Ghosts do not face their corresponding direction.
  - #718 Rolling boulders "skate" across boxes floating on water.
  - #719 Reflector changes its angle on a water-floating box

Stinky and Loof in Wonderland 2.90 (9/25/2023)

- Issues addressed (numbers refer to Wonderland GitHub Issue Tracker)
  - #707 Approaching an enemy via transporter over water/etc. causes player to get hit
  - #709 Make position saving prompt/buttons accessible through arrow keys
  - #710 Position saving is occasionally unresponsive in some levels.
  - #711 Pressing F5 while on the position replacement prompt temporarily freezes gameplay.
  - #712 Completing a three-star level again, but with fewer stars, will set the level selection form status to that amount.
  - #713 Proper "next level" feature after level replay

- ○ [#714](#) Certain boxes rendered in dynamic (non-orthogonal) angle
- ○ [#715](#) Music continues playing when editing levels (after testing)
- ○ [#716](#) Editing and saving a level from an original story temporarily saves over the original level

Stinky and Loof in Wonderland 2.89 (9/16/2023)

- Update Notes
  - ○ This update includes updates to the Custom Level Database form
    - ■ Filter options include "Installed" and "Download Count"
    - ■ Results indicate whether or not the level or story is installed

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#631](#) Volume of Nostalgia music is low
  - ○ [#698](#) Volume of original music is too small
  - ○ [#699](#) Box destroyed upon collision with another at switch's end
  - ○ [#700](#) Lava rendering issue
  - ○ [#701](#) Improved graphical solution to "Five Squared, Squared"
  - ○ [#702](#) Solutions and language change delay
  - ○ [#703](#) Provide a way to rate downloaded stories
  - ○ [#704](#) Splash screen logo contains watermarks
  - ○ [#705](#) Solution available for level "Control Room"
  - ○ [#706](#) First-person mode camera angled too low

Stinky and Loof in Wonderland 2.88 (9/12/2023)

- Update Notes
  - ○ This update adds support for stories in the Custom Level Database
  - ○ There is a new Export a Story entry on the Level Editor Save menu that allows the player to export a story either to a .loof file or to the database

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#613](#) Add stories to level database
  - ○ [#695](#) Level Editor "Save To" form should retain settings between uses
  - ○ [#696](#) It should be possible to save a story from the Level Editor
  - ○ [#697](#) Support stories in the Custom Level database

Stinky and Loof in Wonderland 2.87 (9/09/2023)

- Update Notes
  - ○ Prerequisite changes for supporting stories in the Custom Level Database

Stinky and Loof in Wonderland 2.86 (9/04/2023)

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#612](#) Mobile version should check for updates
  - [#690](#) Messages asking the player to press the Enter key for an action can be confusing when the Enter key simply closes the message
  - [#691](#) In Secrets of the Desert Wind (WSW ch 13) the outer wall is covered by the slanted background
  - [#692](#) Loof is too big in Chinese level completion message
  - [#694](#) Formatting errors on Custom Level Database form in French or German

Stinky and Loof in Wonderland 2.85 (8/31/2023)

- Update Notes
  - This update resolves all outstanding issues and is a release candidate

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#641](#) Character animation issues
  - [#644](#) House UV quality is low
  - [#647](#) White streaks in rainbow background texture
  - [#648](#) Unity background is visible in the game at maximum zoom
  - [#657](#) Lighting should extend to the background (not just the playable area)
  - [#658](#) Change the direction of lighting
  - [#660](#) Lava background is too far from the map
  - [#662](#) Change appearance of tile edges
  - [#663](#) Change particle effects to 2D from 3D and revise some effects
  - [#667](#) Improve visual quality of buttons
  - [#672](#) Reduce verbosity of help
  - [#676](#) Solution diagrams displayed at an incorrect aspect ratio
  - [#685](#) The level "Glory And Celebration" still appears to be impossible to complete.
  - [#686](#) Cannons firing too slowly in "Get Ready, Set, and Run!" (BTW ch 8)
  - [#687](#) Sound a fanfare or something similar at level completion

Stinky and Loof in Wonderland 2.84 (8/24/2023)

- Update Notes
  - Due to the performance implications of shadows on slower devices, the game default is no shadows, with an option to display shadows
  - The level completion message is redesigned to be shorter and more attractive

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#564](#) Provide translations for out-of-box custom levels

- ○ [#636](#) Chomper death animation should start earlier
- ○ [#638](#) In first person mode, holding left or right and then pressing the opposite button makes the camera stuck diagonally.
- ○ [#639](#) First person mode looks off, angle is wrong, position is higher than it should be.
- ○ [#640](#) First person camera fluctuates between rotations and can get stuck when spamming button keys.
- ○ [#642](#) Plasma cube UV too slow
- ○ [#643](#) Some tile textures have misaligned rotation
- ○ [#645](#) Bonus coins should not be transparent
- ○ [#646](#) Rainbow Stinkers hats are different from the original game
- ○ [#649](#) Slanted background should intersect map one tile from level border
- ○ [#651](#) Fireballs should disappear as soon as they hit something
- ○ [#653](#) Coilies on ice should rotate randomly
- ○ [#655](#) Pushables do not appear to be on the floor
- ○ [#656](#) Make the colors of Rainbow Spirits more vibrant
- ○ [#665](#) Change audio setting sample from box pushing to something higher pitched
- ○ [#671](#) Ambient lighting is missing in some levels
- ○ [#675](#) Reduce text in the level completion popup
- ○ [#679](#) Temporarily disable Power-Up costs for full solution checking
- ○ [#681](#) Meta-stinkers playing sounds after they exit the level.
- ○ [#683](#) Pressing Esc on full level solution doesn't close the solution
- ○ [#684](#) The level "Glory And Celebration" appears to be impossible to complete.

Stinky and Loof in Wonderland 2.83 (8/20/2023)

- ● Update Notes
  - ○ This update is **not** a release candidate. Ash and kumaccino have collaborated on a document describing 43 new issues. There will not be another release candidate until these issues are addressed.
  - ○ This update adds two new Options settings:
    - ■ Select original or remastered background music
    - ■ Enable or disable shadows (and other high-intensity graphics)

    To accommodate the additional options, the Options form is split into two panels, Gameplay Options and Graphics Options
  - ○ Issue [#637](#) describing graphics performance issues was significant and its resolution improves performance throughout the game

- ● Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#584](#) Android game hangs on title screen if player is not logged into Google
  - ○ [#635](#) Trees have a spurious spike in their canopy
  - ○ [#637](#) Game is slow when zoomed out or when there are a lot of objects
  - ○ [#654](#) Change appearance of void background
  - ○ [#659](#) Kaboom feet appear to be in the floor

- #666 Revise prism texture
- #668 Snowmen are translucent
- #669 Make fish movement smoother
- #670 Make Electros 2D rather than 3D
- #673 Text on Controls form sometimes overflows cells
- #677 Transporter sound effect is not continuous
- #680 Add an option to switch between the original and remastered soundtracks
- #682 Provide an option to disable shadows

Stinky and Loof in Wonderland 2.82 (8/13/2023)

- Update Notes
    - This update corrects a number of graphics issues throughout the game, including adding shadows to gameplay graphics
    - First-person POV levels, such as Beyond Wonderland's "You're Not Alone" now automatically adjust camera position to accommodate zoom level, eliminating a sometime illusion of being on the wrong tile.
    - All new features are fully localized in French, including a French Level Editor help web page. German (and hopefully Chinese) will follow in the next update
    - This build is release candidate RC1

- Issues addressed (numbers refer to Wonderland GitHub Issue Tracker)
    - #628 Issues with game completion on non-English UI
    - #629 Ghost model contains a shiny circle
    - #630 Ring of Fire is broken
    - #632 Turning Stinky in "You're Not Alone!" moves Stinky onto a different tile.
    - #633 A number of objects and icons have imperfect or inconsistent graphics
    - #634 Characters and objects do not cast shadows

Stinky and Loof in Wonderland 2.81 (8/07/2023)

- Update Notes
    - This update completes Garriry's update supporting Steam achievements
    - With this update, S&L is feature complete and has no known bugs, making this build RC0. Unless new issues are reported, the only remaining task prior to general release is to update localized text.

- Issues addressed (numbers refer to Wonderland GitHub Issue Tracker)
    - #585 Slightly clearer solution to "Multi-Function Reflectors"
    - #594 More varied Steam achievements
    - #617 Timing issue in level "One, Two, Kaboom" (BTW ch 1)
    - #621 Level Editor icons have cropping and resolution issues
    - #624 Music Change with Secret Worlds Story Cutscenes

- #626 Organize Stories form does not properly manage non-English story descriptions
- #627 Pay Back Time Part 2, Reflector is not destroyed

Stinky and Loof in Wonderland 2.801 (8/04/2023)

- Update Notes
  - This update corrects the graphics issues inadvertently introduced in V2.79
  - The Custom Level database now shows level ratings and download counts. Players downloading a level from the database are asked to rate it the first time they play it
  - The tab key is supported on message popups to change the default action invoked by space or Enter (the one outlined in black)
  - This update is **not** RC0. There will be at least one more update before there is a Release Candidate.

- Issues addressed (numbers refer to Wonderland GitHub Issue Tracker)
  - #553 Support Steam achievements
  - #577 Uploading your progress from the mobile version to Steam version does not complete the Steam acheivemnts
  - #614 Support player ratings of levels downloaded from the level database
  - #615 Provide a way for users to report inappropriate content in level database
  - #618 Level editor Save To form does not correctly update all locales
  - #619 Game can hang on loading screen if status file is corrupted
  - #620 Bad character shaders on steam
  - #623 Gfx Issues

Stinky and Loof in Wonderland 2.79 (7/22/2023)

- Update Notes
  - This update adds the Custom Level database. Steam players can upload levels to the database, and both Steam and mobile players can download and play levels in the database
  - This is the last major update needed for release. It is likely that the next update will be a release candidate
  - GFX on most models improved

- Issues addressed (numbers refer to Wonderland GitHub Issue Tracker)
  - #554 Support an online database of custom levels
  - #595 Improve Coily animation and improve gfx on most models

Stinky and Loof in Wonderland 2.781 (7/15/2023)

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#580](#) Provide a button on the Level Completion form to start the next level
  - [#582](#) Kabooms swap the side of the wall they hug after loading a savefile from Deep Underground (Deeper ch2)

Stinky and Loof in Wonderland 2.78 (7/14/2023)

- Update Notes
  - This update includes Chinese localization drop 5a

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#578](#) Steam banner includes WA elements
  - [#579](#) Graphics issues in splash screen
  - [#586](#) Concerns with backgrounds
  - [#593](#) Space bar opens pause menu when a level is finished
  - [#596](#) Corrected solution for level "Get Ready, Set, and Run!"
  - [#597](#) Simplified solution for level "Trapped in the Teleporter"
  - [#606](#) Much simplified Stinky's solution, in human-readable prose form, for level "Gateway to the Rainbow World"

Stinky and Loof in Wonderland 2.771 (7/13/2023)

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#610](#) Contact Us emails not always sent properly
  - [#611](#) Level crashes when a generator activates next to a water tile containing a coin

Stinky and Loof in Wonderland 2.77 (7/11/2023)

- Update Notes
  - This update includes remastered music courtesy of Cyndanera
  - The [Fifth Anniversary Solution Video Playlist](#) now includes 12 of the 13 levels, missing only #7, Five Golden Years. This includes a complete solution to Opus Grande (one of the all time great levels) courtesy of InvisibleWater

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#592](#) No pop-up dialog at end of some custom levels (Steam)
  - [#599](#) Ice & box collision issue on level "Return Trip"
  - [#600](#) Not possible to complete "Ten Seconds???" with bonus coin
  - [#601](#) Strange behavior if you push a Link Sphere while another is on a transporter

- ○ [#602](#) Unable to place a chat icon for a new message in the Level Editor
- ○ [#603](#) Visible UFO mothership and missing super secret feature messages in "Escape From the Foggy Mountains"
- ○ [#604](#) Prism moving off from conveyor would not destroy Kaboom!
- ○ [#605](#) Visual glitch in Saving Private Patrick
- ○ [#608](#) You're Not Alone (a first person level) is close to impossible
- ○ [#609](#) Remaster music tracks

Stinky and Loof in Wonderland 2.76 (6/25/2023)

- ● Update Notes
  - ○ This update addresses some issues with individual levels, including the Fifth Anniversary levels. There is now a [Fifth Anniversary Solutions playlist](#) with solutions to about half of these levels and will be completed before release.

- ● Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#574](#) "Problem Encountered" level crash if a powder keg is carried into a teleporter on a conveyor or ice
  - ○ [#575](#) Some Fifth Anniversary levels have issues.
  - ○ [#576](#) Strange interaction between boulders/link spheres, transporters, and ice/conveyors
  - ○ [#588](#) Two moving boxes colliding on ice from opposite directions do not self-destruct
  - ○ [#589](#) Vertical cannons fire too quickly on level "Trial by Fire"
  - ○ [#590](#) "Unexpected Visitors" is impossible without powerups

Stinky and Loof in Wonderland 2.75 (6/12/2023)

- ● Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#555](#) Merge updates from R2.0 (mobile) branch into main and test main on mobile
  - ○ [#565](#) Sky texture is rotated, obscuring part of level
  - ○ [#566](#) Some animations differ from the original game
  - ○ [#567](#) Walking against the side of a boulder moving across your path should not kill you
  - ○ [#571](#) Entering Wonderland W3L3 has a simpler solution
  - ○ [#572](#) Wrong sign on Tutorial level "Introducing Loof"
  - ○ [#573](#) Beyond Wonderland level Z-Bot Reinforcements is broken

Stinky and Loof in Wonderland 2.74 (6/02/2023)

- ● Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#557](#) Star explosion happens too early in the death animation

- ○ [#558](#) Further improvements to guide page
- ○ [#559](#) Update credits page (Help>About>Credits) with people who've helped with the Steam version
- ○ [#560](#) Can't play a custom story when a Steam connection is enabled.
- ○ [#561](#) Changing language does not update Secret Worlds cutscenes
- ○ [#562](#) Backgrounds are corrupted in some levels
- ○ [#563](#) Launching a fireball into a 4x4 square of prisms crashes the game

Stinky and Loof in Wonderland 2.73 (5/29/2023)

- ● Update Notes
  - ○ This update includes an expanded Guide and new Level Editor icons
  - ○ The number of outstanding issues is now three, all enhancements, and the build should be considered a release candidate
  - ○ Some enhancements have been deferred to [Release 3.1](#) (the first Steam update release)

- ● Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#349](#) Tutorial signs still mention mobile version controls
  - ○ [#354](#) Some messages still mention "tap", an artifact of the mobile game
  - ○ [#362](#) Empty Tile Shimmering Visual
  - ○ [#372](#) Some textures (UFOs, buttons, mushrooms, houses) are displayed at a very low resolution
  - ○ [#373](#) Boulders stop rotating when on ice (wontfix)
  - ○ [#375](#) Lighting issues
  - ○ [#376](#) Some scenery items have different sizes or rotations than they have in the original game
  - ○ [#381](#) Tiles next to the path in Creepy Keep "The Entrance" should be pure black
  - ○ [#392](#) Ice collisions are inconsistent with stinkers.
  - ○ [#393](#) You can walk into fireballs even if they are on water. (cannot reproduce)
  - ○ [#395](#) Review backgrounds to avoid obvious repetition
  - ○ [#412](#) Object reflections in water disappear when the object leaves camera view
  - ○ [#415](#) Floating Boulder Bug? (cannot reproduce)
  - ○ [#437](#) Not Enough Color-Tinting in Set Levels
  - ○ [#493](#) Improve death animations
  - ○ [#500](#) Scroll Speed on Menus needs to be Lowered
  - ○ [#506](#) A number of particle effects look broken
  - ○ [#507](#) Objects in water reflections flicker if the object is off-screen.
  - ○ [#509](#) Animation issues
  - ○ [#510](#) Consider changing the texture of UFO fireballs
  - ○ [#511](#) Consider improving the animation of fireballs hitting a wall
  - ○ [#516](#) Revise level editor Add Menu icons to improve graphic consistency
  - ○ [#517](#) The Coily graphic has overlay and/or inversion issues
  - ○ [#525](#) Consider revising character swaying animation

- #535 Add missing Guide entries for items like conveyors, bridges, laser gates and so on

Stinky and Loof in Wonderland 2.72 (5/21/2023)

- UI changes
  - New "Cloud Connect" button on Settings supports sharing game status between Steam and mobile (and between Steam games on multiple PCs)

- Issues addressed (numbers refer to Wonderland GitHub Issue Tracker)
  - #304 Pushed object sometimes jerks slightly during multi-tile push
  - #404 UFO bullets move faster than the original, making some levels outright impossible to beat.
  - #512 Conveyor belts of the same kind sometimes desync
  - #548 Add a "Login with Steam" button to the mobile and Steam games to support sharing game status
  - #550 Conveyor object moving into stationary object at end of conveyor destroys the latter object
  - #551 Moving plasma box on conveyor colliding with ghosts destroys ... itself

Stinky and Loof in Wonderland 2.71 (5/08/2023)

- UI changes
  - Keyboard panning supported in Level Editor with Alt+Arrow

- Issues addressed (numbers refer to Wonderland GitHub Issue Tracker)
  - #398 Wall heights do not match the original and lead to inconsistencies and errors in how levels look. (Cannot reproduce)
  - #537 Support keyboard panning in Level Editor
  - #549 Chinese UI translation mistakes and suggestions

Stinky and Loof in Wonderland 2.70 (4/22/2023)

- UI changes
  - "Quit Game" button moved from Story Selection to Settings
  - Esc on Story Selection and Custom Story selection pops up Settings menu instead of showing Level Selection
  - Standalone Mac version built and verified (not yet uploaded to Steam, but available on request)

- Issues addressed (numbers refer to Wonderland GitHub Issue Tracker)
  - #532 Consider making Esc on a Story Selection page open the Options menu

Stinky and Loof in Wonderland 2.69 (4/17/2023)

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#391](#) Stinkers in Exits Don't Meta-Exist
  - [#405](#) Boulder can stick to Stinky in Boulder Blockade
  - [#424](#) Characters hands should touch objects being pushed
  - [#427](#) Level selector arrow and stars not aligned on panels properly
  - [#494](#) Some texture errors with some of the backgrounds
  - [#513](#) Tile edge trim looks "noisy" (graphics issue)
  - [#518](#) Camera can be slightly tilted at level start (cannot reproduce)
  - [#523](#) Pushing a reflector into a fireball can kill the player (cannot reproduce)
  - [#528](#) Sparks from stationary fireballs should go up, not east
  - [#546](#) Buggy interactions with pushable objects and rainbow spirits/UFOs while on water
  - [#547](#) Game is locked at 30 FPS every time it's restarted or if Vsync is set to 0

Stinky and Loof in Wonderland 2.68 (4/10/2023)

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#346](#) Generators don't generate in all four directions when surrounded by transporters in empty space
  - [#399](#) The Level Editor sometimes rolls back the last change after the player tests the level
  - [#538](#) Box pushed onto transporter can sometimes drop into empty space
  - [#539](#) Video 1 from #411 (18 issues documented)
    - Shadow Stinker Immune to Fireballs
    - Transporters (See Video 3!!!)
    - Scouge Fires Mid-flight
    - Scouge Immune to Box... and stops sliding on ice until
    - Pushing an object while a scouge is inside brings it back to "life"
    - Can place fire on coins
  - [#540](#) Video 2 from #411 (9 issues documented)
    - Things Don't Break On Trampolines
  - [#541](#) Video 3 from #411 (4 issues documented)
    - Forbid ANY monster from moving on transporters.
  - [#542](#) Video 4 from #411 (3 issues documented)
    - Level Editor allows spikes to be placed in water or lava
  - [#543](#) Video 5 from #411 (2 issues documented)
  - [#544](#) Video 6 from #411 (4 issues documented)
    - Shadow stinkers just do not work at all like they're supposed to
  - [#545](#) Video 7 from #411 (2 issues documented)
    - Level Editor places coins in water if water is placed before the coin

Stinky and Loof in Wonderland 2.67 (4/08/2023)

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#363](#) Stacked Objects Bugs
  - [#366](#) Absense of Conveyor-Start Bugs
  - [#367](#) Fireballs Fly over Deep Walls
  - [#385](#) Seeing extra button and text box in weird window sizes
  - [#387](#) Remove Smoother Animation from the Steam version as it does nothing on PCs
  - [#428](#) Switching characters should be faster, same with teleporters
  - [#439](#) Add VSync toggle as a graphics option
  - [#536](#) Sticky cubes crash the editor when placed together in an L-shape

Stinky and Loof in Wonderland 2.66 (4/06/2023)

- UI changes
  - First merge of curated Chinese translation
  - Improved UI in first person POV (aka View 3d)
- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - [#325](#) Laser gate doesn't open if a timer button is running when a Stinker exits the round button
  - [#328](#) Timer buttons take too long to complete a cycle
  - [#337](#) Level saves do not include fireballs, so saving can be used to cheat
  - [#339](#) Moving into a tile just as a fireball leaves it kills the player
  - [#340](#) Leaving a tile just as spikes start to activate kills the player
  - [#356](#) In first person view, moving while the character is turning results in an incorrect camera angle
  - [#420](#) Camera for first person stages needs to be adjusted to be less disorienting.
  - [#533](#) Merge first drop of Chinese translation (2023-03-28 drop)
  - [#534](#) Remove the "can be pushed" note from every entry in the Pushables section of the Guide

Stinky and Loof in Wonderland 2.65 (4/01/2023)

- UI changes
  - Players can create there own multi-chapter custom stories
  - Changes to the Save To menu:
    - A new Save button that saves a custom level back to its original location
    - A Chapter dropdown on the Save To… form that allows creation of new chapters
  - There is a new form, Organize Custom Stories that is available from either the Level Editor File menu or the Custom Stories Selection Form. It supports:
    - Creating and editing chapters in custom stories

- ■ Moving levels between chapters and stories
- ■ Deleting custom levels, chapters, and stories
- ■ Exporing an entire story to a .loof file
  - ○ ,loof files can contain either a single level or entire story
- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#353](#) Clicking on the Unlock button for a story mentions "owning" it
  - ○ [#443](#) Custom Level and Story Deletion
  - ○ [#464](#) Support import and export of entire stories as .loof files
  - ○ [#465](#) Allow players to manage their Custom Stories outside the Level Editor
  - ○ [#470](#) Coins in Level Editor should be tilted for better visibility
  - ○ [#481](#) Organize the Guide by category
  - ○ [#483](#) Update screenshots in the help to reflect UI changes, such as Comic Sans font
  - ○ [#526](#) Restoring a level with all coins collected can result in changed textures on tiles that held iron gates
  - ○ [#529](#) Moving into a hostile object while on a transporter doesn't kill you [BUG]
  - ○ [#530](#) Objects breaking from hitting an object on a conveyor belt crash the level
  - ○ [#531](#) Provide more options for level save

Stinky and Loof in Wonderland 2.64 (3/18/2023)

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#333](#) Pressing two arrow keys at the same time blocks movement if one direction is blocked
  - ○ [#490](#) Changing directions on a transporter creates multiple instances of the same sound effect
  - ○ [#504](#) Capitalization error on the final sign in "A Little Refresher".
  - ○ [#519](#) Coins in "Ring of Fire" are impossible to collect
  - ○ [#520](#) Cannons fire too slowly
  - ○ [#521](#) Boxes on conveyor belts destroy stationary boxes

Stinky and Loof in Wonderland 2.63 (3/12/2023)

- Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#350](#) Zbots can bounce off player in certain circumstances
  - ○ [#489](#) A generator cannot share a tile with a Rainbow Gate
  - ○ [#491](#) Unable to exit while on a Transporter over empty space
  - ○ [#492](#) Generators sometimes spawn in boxes at the start of the level
  - ○ [#495](#) Riding a transporter into a mushroom will destroy the mushroom and Stinky.
  - ○ [#496](#) "The Windmill" Level in Secret Worlds is unsolvable on Steam
  - ○ [#497](#) Sliding Ice Blocks do not destroy enemies on the Steam version
  - ○ [#498](#) Cannot Advance Through Story Portions

- ○ [#499](#) "Locked Out" Is Unsolvable On The Steam Version
- ○ [#501](#) Dying while entering the goal crashes the game
- ○ [#502](#) Ice Blocks don't collide with boulders when sliding on ice
- ○ [#505](#) Rainbow Spirits bounce off of player when moving right in front of them (2.632)
- ○ [#514](#) Rolling a boulder into the lava in "Base Camp" crashes the level (2.631)
- ○ [#515](#) A level saved while a character is teleporting may be missing the character when it is restored (2.632)

Stinky and Loof in Wonderland 2.62 (2/26/2023)

- ● Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ [#383](#) Prism breaking sound is wrong
  - ○ [#388](#) Walking into a boulder pushes you back
  - ○ [#414](#) Boulder Bouncing Bug
  - ○ [#431](#) Box stacking doesn't work
  - ○ [#440](#) Kaboom! rotation is janky
  - ○ [#442](#) In WSW level "The Windmill", about half the time, boulders collide and destroy each other, making the level unsolvable
  - ○ [#449](#) Motherships and Passthroughability
  - ○ [#453](#) Transporters moving into each other causes a few issues
  - ○ [#458](#) Monsters in Walls Bug(s)
  - ○ [#460](#) (Minor) Monsters Pass Through Ghosts
  - ○ [#466](#) Unable to place rainbow gate and iron gate on the same tile
  - ○ [#486](#) Breakaway tiles don't properly show their uses left
  - ○ [#487](#) Placing a breakaway tile, picking it up, and placing it back down as a different type causes visual bug
  - ○ [#488](#) The path that normally works to complete "All Fired Up", doesn't work.

Stinky and Loof in Wonderland 2.61 (2/23/2023)

- ● Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
  - ○ #329 Kabooms don't die when trapped inside a Warp Gate
  - ○ #351 Ghosts can move through generators and warp gates
  - ○ #467 Generators don't work properly with Sticky Cubes
  - ○ #484 Shadow Stinkers destroy each other when they collide in "Mirror, Mirror".
  - ○ #485 Fifth Anniversary level "Glory and Celebration" gets "Problem Encountered" in V2.60

Stinky and Loof in Wonderland 2.60 (2/22/2023)

- ● UI changes

- - Controls panel Fkey changed to F10 to resolve conflict with Steam's use of F12 for a screenshot
    - Player can reposition in-game camera with Alt+Keypad 0-2-4-6-8
  - Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))
    - #332 Broken Z-Bots won't enter water or lava
    - #336 Walking into a Sticky Cube or a LInk Sphere with an embedded coin does not pick the coin
    - #338 Pushing a prism into flames destroys the flames; it should just destroy the prism
    - #364 Level Clock is Slow
    - #378 Texture movement on ghost boxes is jerky
    - #390 Extra text message in Playground Level 1
    - #409 Support player-initiated camera movement like Alt+X in the original game
    - #425 Third message in "First Steps" is broken
    - #434 Certain "Fake Floor and Wall" custom models in some WSW levels easily appear different.
    - #469 Suggested revision for the "Beyond Wonderland" story description.
    - #472 It's impossible to move a Sticky Cube over two Sticky Cubes already stacked in water.
    - #473 Fake walls appear like regular walls.
    - #474 The Ring of Fire level does not have a "Ring of Fire"
    - #475 Some original styles have red-tinted wall textures
    - #476 Controls Window Oversights (2.59)
    - #477 Game still runs when quick-save window prompt appears.
    - #478 Link Sphere generators act strange after loading a save
    - #479 Restoring a level saved while a generated link sphere is dropping into water results in strange generator behavior
    - #480 Four Kaboom!s walking around an object eventually walk off their path
    - #482 If you get killed in a level with a Shadow Stinker after saving and then restore your progress, the game crashes.

Stinky and Loof in Wonderland 2.59 (2/20/2023)

- UI changes
  - Font changed to Comic Sans throughout UI
- Controls changes
  - Controls help is an in-game form accessible with F12 throughout the UI
  - Controls web page remains, but is no longer directly accessible in-game
  - Character switching can now be done with Space or with 1-2-3-4 keys; Esc is is the only way to do level pause
  - Fkeys supported for Level Save (F5); Restore (F6); Restart (F7)
  - Keyboard zoom is supported with the + and - keys in both the game and the Level Editor
  - Alt+mouse movement can be used to pan in both the game and the Level Editor

Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))

- #320 Use original Wonderland font for in-game signs
- #360 The Controls screen should be built into the game rather than an external web page
- #361 Support Spacebar for switching characters, and use 1-2-3-4 to go to a specific character
- #384 Full Screen Setting
- #400 Backgrounds under a level do not render.
- #401 Spikes can get out of sync when repeatedly playing a level in the Level Editor
- #402 Trees in the Level Editor can have inconsistent appearances
- #403 Support an alternative to the middle mouse button for scrolling and zooming in the Level Editor
- #410 Provide keyboard shortcuts for saving and restoring a level
- #421 PC Specific Window and Resolution Settings
- #433 Quick Reset and Quick Save/Load (Steam)
- #468 All small mushrooms gradually turn into big mushrooms

Stinky and Loof in Wonderland 2.58 (2/18/2023)

- Most trampoline issues resolved
- Floor and other textures are rotated 90 degrees to align with original game

Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))

- #321 Typo in sign at "A Day At the Zoo".
- #323 Character pushing a powder keg on a trampoline dies if it explodes at the destination
- #326 Pushable bounced from a trampoline and landing on another object does not get destroyed
- #330 Ghosts and UFOs can cross trampolines
- #341 Objects jumping from a trampoline onto ice never move backwards and can break non-breakables in front of them
- #342 Trampoline count resets when landing on ice or a conveyor
- #343 A trampoline jump onto a powder keg just moves the powder keg
- #357 Using the Editor to place a coin or clock in water submerges it instead of leaving it at the surface
- #358 Pushables that land on breakaway tiles after a trampoline jump should remain intact, not self-destruct
- #359 Pushables bouncing from a trampoline into an object suspended over water or lava should submerge, not break
- #371 Some textures are rotated from the original game
- #380 Characters do not use trampoline animations when jumping

Stinky and Loof in Wonderland 2.57 (2/14/2023)

- #394 Rainbow coins are not transparent (they are in the original game)
- #446 Rainbow Spirits Flying on Fish
- #454 Typo in description for the "Fifth Anniversary" story.
- #459 Bridgeless Empty Crossways Different from Empty Tiles
- #461 Ability to Switch Bridges Using <>
- #462 When saving a level to a new custom Story, you only have the option to save to "<Top>"
- #463 Unable to update stories, not able to find path to it.

Stinky and Loof in Wonderland 2.56 (2/12/2023)

- Fix serious regression documented in #455 and #456

- #455 List of levels that give an error message when starting [BUG]
- #456 Unable to select a new level when closing error message [BUG]
- #457 Editor crashes when adding and testing a level with available "breakaway 4" tile.

Stinky and Loof in Wonderland 2.55 (2/11/2023)

- UI changes:
  - Ghosts in Level Editor no longer have direction arrows
  - Tiles with more than one ghost show the count in the Level Editor
  - Sign in and Connect button disabled on splash screen (Facebook API doesn't support Windows so connection code needs substantial revisions)

- #426 Intro space/enter controls don't work, needed to click
- #435 Stinkers Can Walk Through Warp Gates
- #438 Stinker Survives a Kaboom! Explosion When Boxing In With Itself
- #441 Easy Star/Powerup Exploit When Continuously Completing New Level in Editor
- #444 Boulders & Link Spheres exit water after being trampolined
- #445 Adding a new custom style to a level brings up a "missing custom style" error
- #447 Shadow Stinker Select Not Working
- #450 Motherships Start Raised
- #451 Bridge Bugs (Defaulting, Cannot Switch Types
- #397 The Level Editor has issues with ghosts

Stinky and Loof in Wonderland 2.54 (2/08/2023)

- UI changes:
    - Play Game button on initial display is more prominent
    - Several panning issues fixed

Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))

- #319 Scrollwheel on Level Selection barely moves the form
- #334 Panning should be possible with the WASD keys
- #355 Cannot pan while a character is on a conveyer or sliding on ice
- #368 Green Scouges Firing in Water
- #389 Menu options reappear on text boxes
- #406 Fire stinkers turn into normal stinkers when placed
- #407 Spikes placed at the edge of the board in the Editor are duplicated at the other edge
- #413 Unity background visible in level selection menu
- #416 Stinker Placing Editor
- #417 Controlling Multiple Stinkers at Once
- #418 Reflected Fireballs Flying Too Low
- #422 UI Scroll Bar Speed
- #423 Keyboard panning does not work on a touch screen laptop
- #429 Mouse scroll wheel is too slow for zoom in/zoom out in editor

Stinky and Loof in Wonderland 2.53 (2/06/2023)

- UI changes:
    - Initial screen is Settings menu over splash screen, with splash dismissed when player exits Settings.
    - Pause Menu has fewer Settings options (Sign In and Change Language removed)

Issues addressed (numbers refer to [Wonderland GitHub Issue Tracker](#))

- #324 Shadow Stinkers won't push boxes or pick up coins
- #327 Rainbow Spirit entering a curved ice tile follows the curve, then continues in its original direction
- #331 UFOs are immune to spikes
- #344 Push cannons are indestructible
- #345 Push cannons should not fire when moving
- #347 Pressing Shift freezes character movement
- #348 Changing languages while playing a custom level results in a gray screen
- #352 Pressing Cancel on Change Language results in a blank screen
- #365 Green Scouges Invincible
- #369 Green Scouges Fire while Moving

- #370 Show Settings menu on initial launch and rename "Other Settings" to "Options"
- #374 Shadow Stinkers "stutter" attempting to walk into a blocking object
- #377 Void background displays as solid brown
- #379 Some tiles in "At the Shore" have the wrong floor texture

Stinky and Loof in Wonderland 2.52 (2/04/2023)

- Correct Level Editor issues with Transporters, Coilys, and ice

Stinky and Loof in Wonderland 2.51 (2/03/2023)

- Correct Level Editor self-reported issues

Issues addressed (numbers refer to Wonderland GitHub Issue Tracker)
- #318 Pressing Enter while writing an in-game email immediately sends the email
- #322 Character stops between tiles if player switches characters immediately after starting movement

Stinky and Loof in Wonderland 2.50 (2/02/2023)

- Initial Steam release