

IFSCL - CHANGELOG Cycle 4.0.X

Up to date changelog for current version is available [here](#)

Archive Changelog for all previous versions is available [here](#)

Postmortem 40X release and post release.

The smoothest-biggest release of all. Despite very very long development.

Post release has been quite long, hopefully the last to long that much.

4.0.X (4.0.0)

Costumes S3 + Bootstrap/Shutdown + Revamp ClimSc (StatusSc) / 3D MaterTest (MaterSim) + Radial Menu + Quick Info overlay + Real CD & FD Player + 'Mission' boxing + Alerts Manager + Game Option backend revamp + RevirtFront + Optimization +200% (vsync forced) + Pathfinding core upgrades + Better Aelita options + Improved feedbacks + Major story mode systems (cameras, movement, cutscenes, interactions...) + OS separation (PC Interface) + Remote programs + Real program installations backend + First Kadic realworld locations + IntroCredits Cinematic + RealAttack (story only) + Eyecatch transitions + KnockOut + KnockDoor + Folder window + Real Characters + Text Diary window + In-world Diary + Virtual Com window + Load Story progression + Kawa's Room

(See below)

Released from 25th of April 2020 to 25th of July 2020

Version 4.0.0 - Beginning of the 4.0.X Cycle

Costumes S3 + Bootstrap/Shutdown + OS separation + Real program installations backend + Revamp ClimSc (StatusSc) / 3D MaterTest (MaterSim) + Radial Menu + Quick Info overlay + Real CD & FD Player + 'Mission' boxing + Alerts Manager + Game Option backend revamp + RevirtFront

REMOVE

- ❖ Remove from pause: phone, fastTravel, useless agenda future features that will end up in overlay
- ❖ Remove lower large pillar of sc functionality (shrink/unshrink sc)
- ❖ Remove cmap factory reflection
- ❖ Disable (temporary) electric sphere and weather attacks from custom game options
- ❖ ClimSc as energy bonus
- ❖ Phone destination systemf
- ❖ Remove custom game options: lyokoVirtOnStartup / earthTeamOnStartup startup / unknown state for LW
- ❖ Remove virt.ovrv command from readme
- ❖ Remove 'crouch' from the keys menu (replace with interact)

POSTPONED 38X FIXES

OptimPass (04/10/2019) - Fix on ThirdPerson Input checking

Overview	Total	Self	Calls	GC Alloc	Time ms	Self ms
▼ PlayerLoop	89.1%	0.5%	2	413.4 KB	79.06	0.45
▼ FixedUpdate.ScriptRunBehaviourFixedUpdate	36.2%	0.0%	13	366.7 KB	32.15	0.01
▼ FixedBehaviourUpdate	36.2%	2.5%	13	366.7 KB	32.14	2.25
▼ ThirdPersonUserControl_IFSCL.FixedUpdate()	30.2%	27.8%	13	366.7 KB	26.84	24.72
GC.Alloc	2.0%	2.0%	17030	366.7 KB	1.85	1.85

New on 14/10/2019:

Overview	Total	Self	Calls	GC Alloc	Time ms	Self ms
▼ FixedUpdate.ScriptRunBehaviourFixedUpdate	1.4%	0.0%	5	0 B	0.89	0.00
▼ FixedBehaviourUpdate	1.4%	0.1%	5	0 B	0.89	0.09
▶ AIBase.FixedUpdate()	0.7%	0.7%	65	0 B	0.45	0.44
▶ ThirdPersonUserControl_IFSCL.FixedUpdate()	0.3%	0.2%	5	0 B	0.22	0.17

- ❖ LyokoConnect: Start a game with the option deactivated, restart game after the jeremy message that thats dangerous and in next game the message doesnt show up
- ❖ Commands of Hyperscan shouldn't be taken into account if hyperscan window is closed
- ❖ Disable TPS click if a popup is opened
- ❖ Caret now properly goes at the end of textfield when using DOWN/UP key shortcuts on terminal
- ❖ Energystat doesnt "lightup green" the sc cool down line at all - always greyed out.
- ❖ Fix run/fly character by adding a constantForce (rather than modifying global gravity)

CHANGES

- ❖ Megabook update to 1.47
- ❖ Update engine to **Unity 2019.2.20**
- ❖ Depreciate 'mataelita' commands in favor of 'matersim'
- ❖ Rename ClimSc/Cooldown for 'scstatus'
- ❖ Cutscene pause popup now pause audiosources
- ❖ New fadeOut/fadeIn manager for cutscenes and scenes loading
- ❖ Update Dragon'sGroar Translation System
- ❖ Revamp bug report (fullscreen and freeze game)
- ❖ Update Dotween based on website instructions
- ❖ Dynamic RealWorldCanvas load rather than always in editor (avoid QuickPrefab reloading all the time because of textMeshPro)
- ❖ 3D Mater now uses real dynamic model and shader rather than plain texture effect
- ❖ Turn all scan effects to one same model load with UV2 wireframes
- ❖ Citymap forest target rename as woods to avoid confusion with lyoko forest in code and commands
- ❖ Rename Kadikeon for 'surveillance'
- ❖ 'Matertest' command becomes matersim + readme update
- ❖ Rename aelita's visual for virtual visual
- ❖ Position of the kadic school updated on cmap and satmap (closer to factory, more logic)
- ❖ Freeze time when using interactivePanel
- ❖ Popup and interactive panels redesign 'OS style'
- ❖ New quickphone buttons and list designs
- ❖ Characters aren't blocked anymore at start until a xana attack or mission occurs
- ❖ Update menu icons : aelita life type, earth xanafication

ADDITIONS

- ❖ BUY MicroSplat
- ❖ BUY MicroSplat LWRP
- ❖ BUY RainbowFolders
- ❖ BUY CinemaFaceCap
- ❖ Volume colors for characters & objects <https://www.polygon-treehouse.com/blog/2019/2/21/leveling-up-lighting-shadow-volumes>
<https://www.youtube.com/watch?v=T8TCW7Vlh58>
<https://connect.unity.com/p/getting-light-information-with-a-custom-node-in-shadergraph>
<https://connect.unity.com/p/adding-your-own-hlsl-code-to-shader-graph-the-custom-function-node>
- ❖ Cutscene branched discussion editor (talk on defined character place - specific cam) + displayInEditor
- ❖ Cam Interfaces Globalization (future laptop)
- ❖ Separation of terminal messages based on current OS (future laptop)
- ❖ Separation of anomaly windows based on current OS (future laptop)
- ❖ Revamp fichiersJeremie to dynamic folder system
- ❖ New 3D realworld location
- ❖ Game name change
- ❖ Generic ActionsF types
- ❖ REMOTE CONFIG <https://docs.unity3d.com/Manual/UnityAnalyticsRemoteSettings.html>
- ❖ RoSousGroupes merging with LocationManager
- ❖ Redo upper sc screen 'matrix' shader
- ❖ Radial menu (+ remove HELP Fshortcuts) + remove commands list from readme tutorials list
- ❖ FastTravel overlay
- ❖ Tutorials double buttons list + working URL button for help website
- ❖ OS window scaling differenciation
- ❖ Cut fps camera mouse on opening radial menu

(september 24h - onwards)

- ❖ Conversation window / Dissolve-Glow transition / 3D model Aelita TALK test
- ❖ Shutdown sequence (on exiting terminal -> darkens the screens)
- ❖ Realworld weather/light/sky manager -> day/rain/night working
- ❖ Remove superold space key phone debug overlay
- ❖ Text Diary Writer Window (input + autoTxt and events)
- ❖ Replace vmap and cmap movement right click with left click + update readme (select/unselect by panning)
- ❖ Debug costume swapper

(october 8th - onwards)

- ❖ Early studyCode disable: hyperscan, overvehicles, skidbladnir, digitalSeaMap, more (study superscan/monoscan)
- ❖ Optim: reduce serialization of soundBank/gamescene/skybox by moving parameters to scriptable objets (already avoid reload on play/edit)
- ❖ Cursor variation for laptop OS
- ❖ Cursor for popups and menus should fallback to the same as mainMenu
- ❖ Fix Enable CameraMouse only when hovering Vmap & CityMap
- ❖ Working flow: mainmenu => chapterGame

(october 9th - Joker deadline)

- ❖ OS SkinSwap + new light/maskSlide open effects/sounds
- ❖ **Pipeline change -> UNITY COLLABORATE => PLASTIC SCM (+10\$ per month)**
- ❖ Models earthS3, earthS4, lyoko S3, lyokoS4 for all main characters + early sports, fiesta, future, past costumes when necessary
- ❖ Reexport Jeremie's model S3 & 4 (with new head) & glasses model
- ❖ Costumes Season 3 option - cards S3 - phone portraits to universal - mater/wireframes
LIVESTREAM - odd S3Lyoko texture + ulrich S3Lyoko texture + jeremy pyjamas
- ❖ Color bubble though portrait should be accorded to character color in 3D space
+ Pyjama costume for Jeremy (model+texture) fix materials names
+ Ulrich S3 - fix model material names + sword bend
+ Odd S3 - fix model material names + tail rig to dynaMesh like Sissi's hairs

(october 19th - conference deadline)

- ❖ Rollback to 2019.2.7 for plugin working on building
- ❖ Fix: npc spawn size
- ❖ Fix: Tpc indicator not appearing before triggering radial menu or else at least once / not triggering back/in-Out chair / joined Objects
- ❖ Fix: Standalone version: radial menu not working -only - in fast customGame
- ❖ **CONNECT PLASTIC SCM to UNITY COULD BUILD via GITLAB**

(october 20th - weekend deadline)

- ❖ TPS for scannerRoom, labRoom, supercRoom
- ❖ Step container editor tool
- ❖ Character Base Emotes
- ❖ Refacto new 'RealUnit' separation from Lyokowarriors code
- ❖ Separate earth blocking profile
- ❖ Move all SC cards slots to the back of the SC

(october 22th - real ready deadline)

- ❖ 3D RTPP effects
- ❖ Force message click-to-continue on non-voiced cutscene
- ❖ TeleportTrigger_Override for story blockers (generate additional collider on runtime)

(october 25th - deadline)

- ❖ Franz Diary: bind subtitles track automatically + 3Dcam to new Camera3DManager
- ❖ Fix Dlight color to use references rather than different light objects
- ❖ Update reload system to dynamic mesh + new camera manager
- ❖ *LIVESTREAM SUNDAY 27th: herb EARTH*
- ❖ Fix player color on outside bridge not applying (due to blob shadow material that tries to apply override color)

(october 27th - deadline)

- ❖ FPS Slot GetIn - ClickGetOut + positioning + out if teleport from fps view to tps zone
- ❖ Create FPS slots for all SC sides
- ❖ Control track cutscene rebinding (not used much in the end, prefer cineEvents call)
- ❖ Sc Lock/Unlock Iris animation + bind to customGame
- ❖ Fix tpc event staying present on getting out after cutscene (test on digicode)
- ❖ adn / clone / scan / transf / memory commands reversed + readme update
- ❖ virt.destinationName changed for virt.to.destinationName
- ❖ clone.destinationName replaced for clone.to.destinationName
- ❖ transm.destinationName replaced for transm.to.towerDestinationName

(october 30th - deadline)

- ❖ Boot/login sequence + sound pass + inGame activ and input recognition
Remove programs duplicates from list / Change addProgram sound / Add ' _ ' on login input
Check story mode programs removal
- ❖ Massive code rewrite: AbstractWorld, RealWorld and Actions namespaces
- ❖ Turn CryptoSmasher to 3DcameraManager

- ❖ ClimSc become ScStat, real 3d rendering + circuits plan display + 'circuits' commands
Bind corresponding circuits to window + damage status
- ❖ Fix: scstatus on not working / msg history not working
- ❖ Move out Debug Speed bar from interface
- ❖ Highlight skybox VFX should also reflect in cutscenes

(november 1st - holiday start deadline)

- ❖ 'Real' side screens for 3d sc (split raw image render + add to boot/shutdown effects
Side screen content + animate the 3 slots (new scaleJitter) + life + bind energy bar
- ❖ Debug bar align to quickOverlay
- ❖ Turn early suspicion manager to expel manager
- ❖ Patreon rewards Release
- ❖ New Tab shortcut to bring previous command start + replacing placeholder text + to add in readme + move caret to end of text
- ❖ **STUDY** [Revamp cards and powers \[PUBLIC\]](#)
Remove yellow bar as indicator of time left to take action in battle and put one inside battle window
- ❖ Stripped cinematic -> talkCutscene Editor
- ❖ Cutscene exchange files rather than individual talk files
- ❖ Attack Redefinition [Attacks, Investigation, RealWorld GameplayDoc](#)

(november 5th - deadline)

- ❖ Cutscene interface control systems
- ❖ Early npc step -after cutscene - repositioning tests
- ❖ On Cutscenes, SetCamera/interfaces activation and loc based on [CameraBrain](#) rather than Player + cameraInterface enabling
- ❖ Fix basic tpcZone for discussion not working

(november 8th - deadline)

- ❖ Optimization: SetAll cams to standbyUpdate never
- ❖ Static ItemOverride
- ❖ Ally waking up + Dynamic TPC zones on any character RealGuide + awaken button
Forbid realguide moves (transfer order) if unconscious + Forbid character answering phone if unconscious

(november 9th - deadline)

- ❖ Cutscene true Pause via playable.GetGraph().GetRootPlayable(0).SetSpeed(0) rather than unreliable Pause();
- ❖ Cutscene OS window move / Talk 3D object auto-bind assignment
- ❖ Aelita talk sequence control through cutscenes +

(november 11th - holiday end deadline)

- ❖ Cutscene should be able to start even if camera in interface mode (cf talk cutscene)
- ❖ Shutdown limiter
- ❖ Talk zone feedback click + as nextStep trigger (not opening full window)
- ❖ Optimization: elevator noise cam triggering updates

(november 13th - deadline)

- ❖ Coupling CineEventExchanges with DestinationMarker and QuestionLists
Test updates on Fireworks
'Play as one' feature for timeline cutscene exchange (simply call new line one by one without extra need of cutting into pieces)
- ❖ Fix: player not starting on right position
- ❖ Move Firewall out of cd player system / change command + update readme
- ❖ Dynamic cd Player and bind to real cds + update readme for new cd commands
Forbid cd player commands and call while reboot / when shutdown + bubble thought on click
- ❖ Surveillance - move button for cmap to be over the animated miniature
- ❖ Add default reboot cd, matersim cd in inventory
- ❖ Move cd 'files/data' out of CD

(november 15th - deadline)

- ❖ CdPlayer V2
- ❖ Sole program install sequence + pupitreEvent
- ❖ AssignBindings for dynamicTalk
- ❖ AfterTalk postCineEvents triggering
- ❖ AfterGainItem cineEvent, postCineEvents triggering

(november 17th - j'ai perdu mon corps deadline)

- ❖ Question list / Dynamic Talk (also working when onPupitre for aelita => getOut Cam + display jeremy model) => should register as cutscene
+ Get out of dynamic talk + On Ending should trigger bye + Shouldn't be able to click on aelita talk with left click

- + Dynamic Timeline Bind FPS Clip to camera FPS in Camera_BRAIN
- + Early Laptop test

- ❖ Remote uninstall
- ❖ Clear latest exchange after cutscene
- ❖ Universalization of readers
- ❖ Local SetCam depending on entry
- ❖ AmbianceControl Tool via Timeline
- ❖ Add lyokoconnect.vcom to readme and commands

(november 22th - frozen 2 deadline)

- ❖ Shouldn't be able to right click while some of the cutscenes are happening
- ❖ Should forbid click/enter key on realWorld if rightClick hold
- ❖ Fix dynamicTalk postEvents not being called
- ❖ InterfaceControllers for confirmBootInput & enterCd
- ❖ EyeCatch transition system <https://www.youtube.com/watch?v=AluTWrUGmEw&feature=youtu.be>
- ❖ Debug panel for realMonsterAI
- ❖ Fix clock button arrow
- ❖ Scanograph control through InterfaceControl Signals
- ❖ Real enemy spawn from tower attack (story only for now)

(november 26th deadline)

- ❖ If cannotRespondUnderAttack for elevator, any related command should trigger error + boxButton should have vfx on xanaControl
- ❖ DebugLog list scriptable object
- ❖ Destroy behavior from tower (link to towerAttaque)
- ❖ **Github 5e account + SmartGit / GithubDesktop client workflow**
=> **builds to UCB are killing bandwidth costs => back to plasticScm**
- ❖ Lyoko connect art revamp + fix webs art on all corresponding windows + new connexion status
- ❖ Call Debug nextStep on first cutscene => camError (but not if skipped properly)
- ❖ Fading support for cutscene containers and steps

❖ *40X Trailer*

Patreon early version - December 2nd

Reshoots + ReEdit / Render + Upload 4K

Public final version - December 4th

<https://www.youtube.com/watch?v=u3z6Kkh6HT8>

- ❖ Player knocked out sequence + character animation
- ❖ Fix mountain sector render in sector window + replace most rotator anims as coded anim
- ❖ Early chapter Title Card
- ❖ Separated Superc cooldown + Hide temperature module of 40X
- ❖ Ring feedback + FPS/Screen feedback
- ❖ RealEnemy => Remove talk interaction

(december 6th - 'colossal' deadline)

- ❖ Player awakening sequence + player anim down, get back up + positioning allies on wakeUp / kneel-unkneel behaviour
- ❖ Display currentStep for Early and Debug modes

(december 8th - 'crisis' deadline)

- ❖ TryForceDoor behaviour + display gauge & pressure message in elevator window + adaptative spawn elevatorShaft
- ❖ Ladder electric VFX
- ❖ Player shock anim on electrified item touch + sfx
- ❖ Add debug button to recenter character on the center of main obj of current location in case he's blocked
- ❖ Keep notifications should be visible for longer time
- ❖ Revamp readme colors
- ❖ Display bubble though higher than tpc feedback
- ❖ Status portraits colors moved out from clock to color parameters
- ❖ Replicate and enhance character status clock list to info overlay + add realUnconscious to unavailable color status
- ❖ Fix: Camera tps elevator not kept inside once door closed
- ❖ Init time of day based off currentTime
- ❖ Aelita earthCodeNeeded = no more energy fields -> replace by a dodge action (no effect for now)
- ❖ Cmap slight onHover/Exit feedback for gyro

MISSION BOXING / CRISIS ALERT SYSTEM

- ❖ Cmap replace obj with targets + phones should be based on pathfinding path length between worlds+ feedback anim
- ❖ In team Overlay: onHover status 'i'm in scanner room' / 'coming to factory' / 'coming to scanner room'
- ❖ Quick infos alerts (lower bar)
- ❖ Phone overlay to 'create mission' and brings characters to scanners, then, when finished, getting them out
- ❖ 'Forced mission' triggered by xana, not offering startup options, only trying to call friends for quick time speedup to scanners
- ❖ When character is unblocked, they get the objective of heading to scanner room automatically
 - + Display Notif 'X' => I'm heading to the factory!
- ❖ Aelita startup option turned to = live on earth / live on lyoko (independant of earth code resolved)
 - => add blocker and solver warning if 'aelita live on lyoko' + "no lyoko on startup"
- ❖ Use aelita option 'liveEarth/liveLyoko' setting a new boolean to decide if she appears in menu, is needed to come back to complete missions etc... rather than using the option 'earthCodeResolved')
- ❖ Move out of startup options most stuff and put it into custom mission creation (phone menu)
 - Character start position: scanners / virt on random sector / virted on carthage / virted in skid
 - skidPosition on startup
- ❖ Tests: start attack when custom mission already started
- ❖ Os sound separation
- ❖ Diary use hint and toolbar opened program highlight feedbacks
- ❖ Cutscenes: look at clips
 - From/ToSame: Player / Character + GetDynamicHeadBone
 - Dynamic LookAt component addition
- ❖ Debug Overlay: add the reference of the current cutscene
- ❖ Support for nested cutscene
- ❖ Fix secondary (AZERTY/QWERTY) movement controls not initialized on start
- ❖ OnXanaTowerDeactivated Step sequence continuation

(january 25th - 'picard' deadline)

- ❖ Add Xana-Earth display for Direct-Type attacks before next assault (only story mode currently) + update general feedbacks
- ❖ Alert attack notifier autoFill added (like warning windows)
- ❖ Shouldn't be able to esc while eyecatch
- ❖ Translate to EN lines that are only in french for the narrative doc
- ❖ Complete chapter 1 playable pass (all early cutscenes and there endings should be properly triggered)

(january 31th - 'sex ed 2' deadline)

- ❖ Issue on assaults triggered with elevator on the wrong height
- ❖ RttpAlertLeft only triggered when trying to display alerts / Manage alerts continuously trough Crisis manager / Forbid time acceleration
- ❖ Add debug skip assault time button for DG

(february 1st - 'jojo rabbit' deadline)

- ❖ **START PRIVATE BETA**
- ❖ **BETA Fixes Post 273**
 - step number display not updating
 - customGame: typing lyoko connect sends 'available only in future version'
 - step X displayed in custom game (& public) version
 - error story step skipped to (chapter nums are used)
- ❖ **BETA Fixes Post 274**
 - customGame: typing superscan command doesn't work if chapter 1 has been launched once before
 - new loglists for installations
 - Step 4 to 5, ambiance changed too soon / new 'fadeFromprevious' step system
 - bridge timeOfDay recoloring not working
 - ch01 freezes on eyeCatch
- ❖ **BETA Fixes Post 275**
 - Popup init onboarding startUpCrash
 - Update all popups texts to TextMeshPro
 - Better color volumes management / st06 character cine color black issue
 - Skip on 0 to 1 leads to 2 (Cutscenes postEvents shouldn't trigger)
- ❖ **BETA Fixes Post 276**
 - Step 12 to 13, same issue (Eyecatch letting one visible frame of previous background)
- ❖ **BETA Fixes Post 279**
 - Can get out of restricted fps view by clicking on the armchair directly

- Adding details to F6: study status of available CodeAndStudy values + pass all to TextMeshPro
- Via PlasticSCM Get back older dbgScene.unity to bring back commands list
- Costume selection should be available
- MainMenu, push to one cam, to avoid cameraStacking Issue
- Static holomap issue , spheric “rulers” do move, but the map itself doesn’t
- Better management of cutscene End Fade with fadeEndMarkers Step 10 to 11 transition issue
- Holomap changes based on virtualMap, switch between network/skid/lyoko/carthage

❖ BETA Fixes Post 280

- Diffvirt LW commands don’t work at all (both lw.diffvirt and diffvirt.lw)
- Shouldn’t be able to click on chair while your on it
- Error triggered when opening dna fusion tab (sps_telephoneFollower sprite not found)
 - New dna sprite getter
 - Turning all fusion texts to textMeshPro
- RedLineFx of scan integrated to shader / Fix black background of link window
- When TAB pressed on lab’s restricted FPS view => OS pupitre for none not found
- After devirting LW, icons are replaced by FranzFace as null
- Unconscious timer doesn’t run / run slowly + Turn ComCards to textMeshPro + New Blocker enum

(february 9th - ‘birds of prey’ deadline)

❖ BETA Fixes Post 281

- Costumes boolean option issue
- Radial Phone shouldn’t be disabled in custom game
- After having launched story mode, Aelita’s name stays unknown if restart before it’s not unknown
- vmap global lyoko view doesn’t show up
- Error triggered when opening clone window (Aelita’s auto-clone button on comcard) (SetCharacterModel)
- cd.exe doesn’t relaunch the matersim program

❖ BETA Fixes Post 282

- Falling elevator debug collider issue
- Lyokoconnect.on/off holomap animations don’t play (it just jumps on or off, without the switching on and off animation)
- Transm (due to new .to subcommand, "old command" popup should trigger in there)
- The hyperscan timer doesn’t run + upgrade to textMeshPro
- Still erroring on fusion window
- Missing character name enum in ending
- diffvirt.lwname triggers nullref exception
- Virt.exe first returns “virt process not initialized”
- MatAelita materCode model not appearing
- Lw who have a cooldown shouldn’t be able to appear in a created mission directly on lyok
- Sector 5 interface window can be closed (before configuring data flux) and the LW comcard doesn’t reflect that closing
- Carthage’s interface seems to block description reads materializatin materialization: unavailable carthage’s interface is used
- Selecting an action results in the normal action being taken but you can see the progress of the action nowhere. This doesn’t happen when clicking the close button after selecting an action, though, where the action is properly cancelled.
- LinkWindow, background of virted character is greenish when virt completed
- LinkWindow, background of virted character is reddish when in frontier

❖ BETA Fixes Post 283

- Cmap Phones of virted characters shouldn’t appear in forest
- Cone window’s objective button (to center the clone in the vmap), camera center on position but doesn’t clamp
- Combat window camera stacking issue => fix stencil value
- Lower texts of the radial menu phone popup not translated
- Clone window, Raw image camera stacking fixed with temporary green key
- Eyecatch, Raw image, camera stacking fixed with temporary green key
- Inventory, Raw image, camera stacking fixed with temporary solid color background design
- Hole in the terrain in mountains, 48,-134. Pathfinding tends to drive lyokoguides through the edge
- If LW free after mission ended, it shouldn’t go to scanners
- Fix the first translation for “if there’s a mission active”.
- Diffvirt window visual bugged with the latest scanned LW
- Rebalance energy, add 500 more on startup
- Battle should have started on Sector 5 maze, but monster showed up completely displaced, so no actual battle started.

- Virtual sea - Surrounding Object deleter issue

(february 13th deadline)

- Force costumes S123 for CH01
- Dna Exchange not appearing in linkWindow
- FxSpawn issue when tower taken down by megatanks
- Fixing dna: megatanks wait patiently outside the tower if they had appeared before the tower was activated, instead of starting to shoot at the tower to knock it down: (Monsters objective isn't reassigned after being lost)
- Remove computer (terminal) window focus when alertNotifier is displayed
- Old naming in grey error message "unavailable: the cdprog materialization program isn't launched"
- Superscan.towerDestination doesn't work

❖ **BETA Fixes Post 284**

- Readme tooltip for destinationNames and towerDestinationName
<https://www.youtube.com/watch?v=xm6rVhFqTVU>

❖ **BETA Fixes Post 285**

- RealGainOverlay should pause time (+ freeze camera move)
- RealGainOverlay fix background
- If carthage's core blown up, building carthage doesn't heal it, thus triggering an immediate destruction of all lyoko as soon as Sector 5 is fully built
- Phone Overlay : translation missing + needed description of option buttons
- Phone Overlay: if latest "team position" was skid and you open the panel again, that will still be the default "team position", but the "skidbladnir position" button will be non-interactable (missing startup check there)
- Phone Overlay: the popup should have the possibility to be closed with Esc
- Phone Overlay : exploit
 - you can directly teleport to a replika you haven't discovered yet
 - if you haven't discovered any replika yet, the option should fallback to sea

❖ **BETA Fixes Post 286**

- (38X) After fixing the dna problem with kiwi the dna error in link window keeps displaying even if it is fixed
- Percentages in fusion dna fixing are truncated / Repair dna title text overflow
- Target s5 south pole to bridge, the LWs get stuck in the void location until you reselect the bridge location in their comcards
- Do hide TPC info / FPS cursor while RTTP and fades in general
- Do slow down time while RTTP white-fade happens
- Turn mater code texture to UV2 simple texture and model

❖ **BETA Fixes Post 287**

- NewReadmeColor Process
- Cd should have a 2 sec delay before program execution + corresponding loading sound on the computer (start/end)
- Closing cdPlayer window doesn't close materCode
- Holomap wrongly init always on skid
- Separate Fictional Time & Keyboard Inputs management
- Remove anyKey to pass dialogs (only use space, return and interact key (e)...))
- Forbid skip input when fading out started from fadingMarker

(february 14th - 'Absolute Candor' deadline)

❖ **BETA Fixes Post 290**

- Story transitions fix /reimport original commonMarker (laptop)
- Hide Notifications container while cutscenes & fades are playing
- Remove time info from story mode (base clock and agenda clean)
- QuickInfoOverlay: add a scanner icon when a character is ready in scanner room
- Separated 'Command list' is overlapping general 'help' functionality, they should work together

❖ **BETA Fixes Post 294**

- Revamp cutscene system for playableDirector per ContainerObject
- Franz's diary glitched, videos are cut halfway a couple of times

❖ **BETA Fixes Post 295**

- Story -> first vmap loc / superscan tower loc button never shows the right location
- After callNext cutscenes, tps cursor doesn't show up anymore, quickInfoOverlay is disabled
- Cam admin corridor to cam schoolyard B is lerping but shouldn't
- Bridge to factory, on rushing inside and staying key-pressed, camera glitches to a weird position (cat bbox too big)
- ST 14 After cutscene, we can hear the sound of interface/holo whereas we are in scanner room

- ST 17 to gameEnd, with or without skipping, after CT, we are back to the map before we can see gameEnd
- Escape key (not even skipping) during an continuous dialog exchange cutscene disable the talk weirdly
- Clone inside replika should disappear when skid leaves or get dematered
- Exiting a replika (which closes its core window) triggers in the terminal the message “closing all Sector 5 windows”
- After RTTP, input field’s placeholder still displays the first element of the latest command shown
- Lyokoconnect doesn’t cost any energy
- Lab door smoke particles freezes -> make playable particle control bound to separate elements
- Holomap shouldn’t boot if sc isn’t boot

(february 26th - ‘Little Buddha’ deadline)

- Add blob shadow in lab
- Add emissive map to holoMap
- Long inventory name gain goes over the window (installer cd remote test name)

❖ **BETA Fixes Post 304**

- Ch01 Add : tuto locate lw on lyoko trigger
- Ch01 Add : results - feature to restart story chapter right before attack
- Improved : End Game results cleaner button layout
- Ch01 Fix : Program shouldn’t be able to auto open if not installed
- Ch01 Add : objective locate aelita, transfer lw
- Add notification/objective display on quickInfoOverlay
- Ch01 Fix : forbid leave lab without cd
- Ch01 Fix : losing Aelita should trigger gameOver
- Fix : Dynamic talk separate cam not working anymore

❖ **BETA Fixes Post 308**

- Ch01 Fix : on story restart, custom game options are loaded
- MAJOR revamp of every window and program accessor through the code

BETA STORY READY

- Fix : Popup object not found if trying to close the game from the main menu before starting a game
- Fix : Scanner to elevator camera glitches in one of the steps
- Fix : Long objective name can get out of the screen

(march 6th - ‘Onwards’ deadline)

❖ **BETA Fixes Post 311**

- [311] Fix: One door location doesn’t translate properly
- [311] Add: missing preview name location reaction (adminH, gfBoilerRoom)
- [311] Fix: Renenable yardA secondary cam
- [311] Fix : Adm Corridor camera can go 180°
- Add: bridge stairs interaction + fix jump issue (9:17) + when using it, swap cam for 9:26
- [311] Fix: Lg IsDisponibile error when using transfer on ulrich from step
- [311] Fix: config containing xanafied characters shouldn’t be kept when launching story
- [311] Fix: Jeremy casually runs over path blockers

(march 7th - ‘Shazam!’ deadline)

❖ **BETA Fixes Post 314**

- [311] Fix: Knockdown softlock the controls
- [311] Fix: Lw waking you up isn’t in the right direction
- [311] Fix: config containing s4 costume characters shouldn’t be kept when launching story
- Force unxanafication if chapter loaded from custom game in editor
- [315] Carthage command access on Ch01 should be restricted
- [315] comcards deadly devirt vertical overflow issue. => use bestfit
- [314] (step 12) bastien talk issue
- [315] interface has a dead zone (due to TPS pointer) in lower half of the screen
- [315] Can’t load custom game from mainMenu (playedUnit not set yet)
- [311] Fix: Step 14 doesn’t start with scanners closed

❖ **BETA Fixes Post 316**

- [315] Regression: “digicode” tooltip stays active after digicode on the elevator switches side (when a tpc object or its interactiveLink collider is disabled, it should be removed from tpsHoveredObject)

(march 9th - deadline)

- Add : Close and open window delegates for all programs

- [311] After first Ulrich cutscene, Talk trigger doesn't disappear / Talking again leads to playableNull graph
- [314] elevator tube goes black for a moment when calling elevator from cathedral
- [314] cathedral not visible when going from lab to cat for an instant
- [311] Camera noise for elevator - transmission issues
- [314] (step 7) SC can be closed again through the wall's digicode, provoking two issues: the sc lid clips through the closing sc pillars and additionally when clicking the digicode again, no sc options are available
- [311] In voiced cutscenes/vcom, french voices are played rather than english ones
- [310] Xanafied/Lost text translation missing on radial menu phone popup

❖ BETA Fixes Post 317

- [314] After a couple of weird things happened on story mode and I somehow lost (videoDrive test2)I clicked "restart before attack" and call step error triggered (=> game trying to devirt kadic characters)

❖ BETA Fixes Post 318

- Fix : Diary date entry, use monospace : <http://digitalnativestudios.com/textmeshpro/docs/rich-text/#mspace>
- [314] Step 4 can't take the sewers back to the school from the bridge manhole, check interaction
- [310] Aelita avoid battle action displays 'supersmoke nest'
- [315] During step 15 (and maybe more), Aelita's comcard displays "Earthcode needed", should be 'devirt'
- [315] End of rttp step, Jeremy stands on chair / other characters are repositionned weirdly => move endCutsceneOnFadeEnds
- [310] Rttp can be launched even with not enough energy
- [314] Miss direct clear task objective after aelita vcom for the install /CD is obtained before ending Dynamic cutscene
- [314] GF: add temporary barrer

❖ BETA Fixes Post 319

- [314] Supercomputer's FPS views start always looking towards the top-right wall rather than facing the supercomputer
- [311] Fix : When clicking on new FPS view, we have a flash of previous Fps location and camera doesn't center on new location
- Fix Leave chair fps to tps sends camera flash from other priority camera
- Fix Force camera rotation on leaving interface screen / on getting over chair
- [314] Jeremy behind tree park cutscene issue (do quick fix) + add clue sound
- [314] On story startup (right after the TPS view is enabled) the WASD keys don't work, you can only use ↑↓←→ arrows

(march 14th - 'Madame Henderson' deadline)

ADDITIONS

- ❖ [Launcher steps](#) + updated onboarding
- ❖ Add voice langage selection In Intro + Main Menu
- ❖ Readd missing agenda icon in menu / remove flag container from Pause Menu
- ❖ Code Improvement : Clean RTTP code
- ❖ Code Improvement : data loader dedicated class for spritesheets
- ❖ Code Improvement : aelita3D visual dedicated class
- ❖ Add: support for pupitreEvents on WindowClose and Windows Open
- ❖ Add: menuPause keyremapping for move key + unusable keys warning
- ❖ Change: Move ResetAll button back to menu list
- ❖ Add: On Startup, when Application.langage is french, default keyboard commands should be AZERTY, otherwise QWERTY (silently set)
- ❖ [314] when closing a game you will be prompted "game over - you've definitely lost a LW"
- ❖ Change : Turn introsce to premenuscene
- ❖ Change premenu disclaimer message to popup
- ❖ Add changelog btn to main menu

FIXES

(march 15th - 'Westworld III' deadline)

❖ BETA Fixes Post 322

- Add: Intro Credits Cinematics / playable work
- BanqueSonore to BanqueSonoreData complete transfer
- Fix : QuickScene to GameScene loading
- Doing escape while skip popup is open freeze the frame (at least in introvideo)
- [320] One sc panel is left on wrong side
- [320] Trying to launch rttp without enough energy writes 'CODE not enough energy'
- Add: osTarget NONE
- [320] lower right corner of interface screen cannot be clicked properly by weird zone
- Add: Aelitadialogs in vcom should be clickskip compatible + Secondary call shouldn't trigger direct bye
- Remove CD from inventory startup if earthcode resolved

- [320] Custom game, Aelita on lyoko, outfits: S1-3, earth code not solved, trying to materialize Aelita sends yumi texture
- [320] CH01 lab opening cutscene should play when entering it, not through elevator collider
- [320] linkToSkidLost not translated + need title 'CLONE RELATED'
- [310] Superscan text up issue / [310] Superscan shouldn't display
- [320] I can put CDs on Jeremy's pc before switching it on (the tray trigger is enabled from the beginning, no matter if pc is on or off.
- [320] virt.exe may be interrupted by switching tabs before it ends
- [320] crossOver park bush issue + bedroom
- Add: enter scanner interaction
- [310] Jim dialogs issue

(march 17th - 'Raid Dingue' deadline)

- [310] We hear cd open sound even if the character isn't in the room (step12)
- [310] Fix kadic wall missing in cine (step12)
- [310] Getting "conditions not met" when trying to devirt ulrich and yumi (step 15)
- Update scanners, virt, dna, memory commands to new paradygm
- [320 - minor] after the sc cutscene the lever panel is closed, however, clicking on the button that opens the lever panel considers it open and does nothing. Clicking on it again it opens the panel.
- Add: How to exit computer screen tuto on sc boot screen
- [314] help tooltips show up transparent and you don't see them, but if you try to click on their region they show up
- [320] (step 13) if you take the door it will ask you if you want to go to "scanners". But it should be forbidden
- (step 14) the music of the jeremy screen transition plays before you click on the "That part will be added on a future version" popup, thus desyncing from the animation

(BETA Post 326)

- [320] tower regen SFX needs revamp after tower got knocked down
- CMD Multiple for energyTransm commands, diaryF commands, cryptoSmasher commands
- [320] elevator window's graphics do not always reflect state of the door.
door is open and it displays it as closed | - as soon as you open the elevator window, the closing door animation usually plays on all three doors, no matter if they're opened or closed, and if one of them was actually open, when you close it with elevator.close, the animation plays again.
- [320] locking elevator block indefinitely attack issue - add new hack status

(march 18th - deadline)

- Fix : Megabook display

ADDITIONS

- ❖ Add: When waking up, add feedback after 3 seconds : click to get up
- ❖ Add: Dynamic 16:9 cinematic borders to avoid larger screen issues

(march 19th - deadline)

(BETA Post 329)

- ❖ Add: TestScene access and loading on main menu
- ❖ Fix: Cliffhanger 3D pass
- ❖ Fix: new D - name + door logic
- ❖ Fix: Untranslated texts in the intro
- ❖ Fix: default langage before flag click to current application.system language
- ❖ Fix: Intro scene not found
- ❖ Devirt.exe not working
- ❖ Add : AnalysisBasic3D cameraManager for transition window
- ❖ Change : CamAnalysis, remove light usage
- ❖ Disable suspicion tuto
- ❖ Transf/Devirt/Virt/Dna etc...all transition commands not called properly
- ❖ Add: dedicated classes for transitionCMD | virtualBuildCMD | carthageCMD | clonageCMD | VmapCMD
- ❖ Ch01 Add : All missing tutorials (if not in tooltip yet)

(BETA Post 330)

- ❖ Remove ellipsis warning on TMP fonts
- ❖ Add: IFSCCL.Realworld.Inventory namespace
- ❖ [330] Loading System is broken
- ❖ Add : 3 seconds delay to xana awakening/attack if selected as instant on custom game, so that SC has time to boot and connect to lyoko
- ❖ Chapter Loading screen background disappear
- ❖ [329] Story Mode still drops you into a "GameOver: you've definitely lost a LW" rather than a "chapter complete" or neutral gameover screen.

(BETA Post 331)

- ❖ [331] Some programs names don't fit in the space you've set on the initialization screen
- ❖ [331] Floopydisk command fix
- ❖ [331] link.jeremy / transf.jeremy returns a NullReferenceException
- ❖ [331] other non LW characters names + vmap / link commands should properly trigger unknown command
- ❖ [331 - debug only] The test scene softlocks the game (no character is added). The mouse can't be moved from the middle and no keys work either (Esc, F6, F7, F5) and right clicking to get the radial menu triggers this two errors and doesn't unlock the mouse
- ❖ Fix: Intro triggers red errors in build

(BETA Post 332)

- ❖ Update translation package from Dragon Groar
- ❖ [331] backwards wall clipping. On the Administration building entrance corridor, you can clip through the walls if you come from outside. Inside to outside collision works properly, though... happens on both "close" walls, the "far" walls are fine
- ❖ #pragma warning disable 0649 added to fillToNumber
- ❖ Link window should work with unnamed
- ❖ [331] skip sc cutscene issue / missing direct opening
- ❖ [331] cant leave without CD issue blocker
- ❖ [329] (step 13 - cutscene Ch01_CT_BugMe) Yumi's pose is not the same within the cutscene and out of the cutscene
- ❖ [331] If the creature disappears while forcing the elevator, the elevator stays hacked (the digicodes are locked and emitting rays and the elevator window still displays the pressure meter and the "Elevator hacked" sign)
- ❖ [331] Another missing wall can potentially be seen (same cutscene in Step 12)
- ❖ [329] The reset preferences button doesn't work at all (it displays the confirm popup, but clicking yes or no doesn't matter, it does nothing)
- ❖ [331] Inventory fullscreen background - expand the opaque BG
- ❖ When selecting the "See you later" option, the window opens, plays the "See you soon" message and closes itself again.
- ❖ [332] If I click on Aelita's vcom screen while the "See you soon" message is playing, the standard talk options menu that would appear appears with the vcom window closed.
- ❖ 332] Story mode intro layout small issue
- ❖ [329] On key assignment menu, when a Shift key is pressed, game shouldn't assign LeftShift or RightShift but SHIFT
- ❖ Water shader doesn't work when CLOUD build **(new alternative added in test scene)**

('Westworld III' - ep2 - deadline)

(BETA Post 333)

- ❖ Fix : If LW is in his revirt time, he shouldn't say that he's ready to transfer when talking to him/her
- ❖ Fix: D-corridor seam
- ❖ Add: Characters should be evenly distributed when spawning on same place in any location

(BETA Post 334)

- ❖ [e366] reset prefs button does actually erase the current language configuration (defaults to English) but shouldn't
- ❖ Voice langageID isn't saved in settings
- ❖ Add: gameOver test scene in 99
- ❖ Try simplified water shader 3 for cloud build compatibility

START EARLY TESTING (e369) (d335)

- ❖ [RocoGamer - e369] Test Scene Talk - Screen puts in dark and don't show anything
- ❖ [RocoGamer - e369] End of Intro video - At the end of the Intro video, the screen stays dark
- ❖ [Matrix - e369] Black screen after leaving the game inside moving elevator
- ❖ [Kaz - e369] Jeremy glasses are yellow
- ❖ [Kaz - e369] You can rotate the selected item in your inventory by dragging *in any part* of the screen, instead of the selection circle.
- ❖ [Kaz - e369] You can crouch in the SC chair (in custom game mode at least). You can also crouch in Jeremie's room chair.
- ❖ [Matrix - e369] After the attack starts you can ask Aelita about XANA and she will tell that nothing weird is happening in Lyoko but there is attack already happening
- ❖ Add : disable vcom when S4 costume enable (temp)
- ❖ [Kaz - e369] You can phone Aelita even when she is not living on earth
- ❖ [Kaz - e369] You can see Aelita phone slot with her face with cmap.phone even when she is not living on earth
- ❖ [Kaz - e369] Missing uppercase in LW name when he saves you
- ❖ [Kaz - e369] Only the bottom line of the main settings menu start with an uppercase
- ❖ [Matrix - e369] (Custom Game) After scanning a LW and closing link window she disappears from link and on cmap icon is set to virtualized/unavailable and can't be transfered again
- ❖ [Kaz - e369] Schoolyard Arcades arc shouldn't overlap with pillars
- ❖ [Kaz - e369] Leaving the computer while it's turning off shows that not the whole screen is turning off

- ❖ [Kaz - e369] The walls in the dormfloor have little linear holes
- ❖ [Kaz - e369] You can clip the camera a little out of bounds by running close to the wall in dormfloor
- ❖ [Kaz - e369] You can move while the “calling at a door” fade is happening
- ❖ [Kaz - e369 (Minor)] When coming back from the stairs to the dorm corridor, Jeremie “jumps” sometimes
- ❖ Add: optiondescr langage sheet
- ❖ [Xanaguy] typo fixes First tutorial / Computer accessory block
- ❖ [Kaz - e369 (Minor)] In Custom mode, the cancel mission button starts with lowercase but the “start new mission” starts with uppercase.
- ❖ [Kaz - e369] “skid.hspeed.number” throws an error in the development console
- ❖ [Kaz - e369] Running “skid” in Custom mode shows error in skidDockingShieldWindow
- ❖ [Kaz - e369] You can call yourself with phone.jeremie but not with phone.jeremy (which is the way IFSCl writes the name)

TRANSLATION FIXES

- ❖ [Kaz - e369] Translation missing when calling LWs menu and the popup before it
- ❖ [RocoGamer - e369] Translation fault when talk to in scanner
- ❖ [Kaz - e369] Translation missing when trying to scan again a LW while it’s being scanned (x cannot be scanned)
- ❖ [RocoGamer - e369] Translation fault in RTTP command (“retour temporel”)
- ❖ [Kaz - e369] Translation missing in bottom left info when right clicking (“LIMITED TIME”)

(NEW BUILD (e370 - d338))

- ❖ Add: Make the player face the target on Talking to character / Using elevator panel (case of electrified anim...)
- ❖ Add: MultiStep container
- ❖ Add: Debug spawn box can spawn dynamic characters
- ❖ Add: Dynamic simple texts for characters should produce full cutscene controls
- ❖ Change: Onboarding should now properly launch after cutscene or interface launch

TRANSLATION/TEXT FIXES

- ❖ [Kaz - e370] Mistranslated popup when trying to start without Lyoko but with Aelita in Lyoko (“Adelita” -> “Aelita”, missing uppercase at the beginning, “vive” should probably be “viviendo”)
- ❖ [Kaz - e370] Spanish “unconscious”, “lost forever” and “unavailable until the attack ends” states are missing initial uppercase, unlike the rest of the states. / Missing uppercase in Spanish “lost” state in phone mission menu
- ❖ [Kaz - e370 (Minor)] Jeremie’s name isn’t translated in the booting scene, same for Jeremie’s computer
- ❖ [Kaz - e370] When playing a regular game, Jeremie’s date is wrong
- ❖ [Kaz - e370] Translation lmissing in “Diaires” button in Jeremie’s computer
- ❖ [Kaz - e370] Translations missing in energystat : “combine towers”, “virtualclone”, “multiagents” “marabounta”. “scanner” “sc. cooldown”
- ❖ [Kaz - e370] Hovering over LW virted in right-click overlay should display ‘outside of real world’ rather than “virt”
- ❖ [Kaz - e370] When hitting tab in Jeremie’s computer, the translation is missing (focus window tab...)
- ❖ [DG - d338] Wrong date on terminal when it differs from the real one (both on Jeremy’s PC and on sc)
- ❖ [Kaz - e370] Changing the language doesn’t update any of the energy values strings in the “energystat” window
- ❖ [Kaz - e370] Changing the language in the menu doesn’t update the translation of some strings in the voice modulator: Neither the name of the person retaining you, the cause of why he’s retaining you, nor the person you’re imitating are translated.
- ❖ [Kaz - e370] On “calling the LWs menu”, the Spanish/english translation doesn’t fit in the box
- ❖ [Matrix - e370] Text doesn’t fit in text boxes on polish translation of onboarding “Story Mode”
- ❖ [Matrix - e370] Text doesn’t fit in the textbox of the EnergyStat window
- ❖ [Matrix - e370] Horizontal overflow in phone window
- ❖ [Kaz - e370] There’s a colon in the vcom tutorial title (it’s the only one that contains a colon)
- ❖ [Kaz - e370 (Minor)] Spanish: “Continuar” button missing uppercase in translation in the “LW’s calling screen”
- ❖ [Kaz - e370 (Minor)] Missing uppercases in the times in the results screen

COMMANDS FIXES

- ❖ [Kaz - e370] “sktrans.ebq” and “sktrans.dbq” throw Unknown command in Carthage
- ❖ [Matrix - e370] ‘transm.to’ works but also returns ‘unknown command’
- ❖ [Kaz - e370] The commands crypto/elevator/transm/scanners/web in Jeremie’s room throw an error
- ❖ [Kaz - e370] Doing “phone.name” without the phone open throws both “phone not initialized” and “unknown command”
- ❖ [Kaz - e370] You can’t assign F1-F12 shortcuts from Jeremie’s room, it throws “Unknown command”
- ❖ [Kaz - e370] If you do lyokoconnect/surveillance in pc after coming back to the factory, it should throw “unknown command”
- ❖ [Kaz - e370] can’t use voice modulator- trying to choose a voice or opening the legend = “Unknown command”
- ❖ [Kaz - e370] In Custom mode, if you do “skid.hspeed.number”, it returns feedback saying that the speed was set to “[CapValue]”
- ❖ [Matrix - e370] web.kiwi command closes web window instead of opening Kiwi browser + missing study status
- ❖ [DG - d335] You can type in the terminal while having the Radial Menu phone popup open

OTHER FIXES

- ❖ [Kaz - e370] You can open the radial menu again in the inventory, but some of the options (like the reporting bugs one or the phone) do nothing, others change the current open menu. / Sometimes none of the options do anything.
- ❖ [Kaz - e370] You shouldn't be able to move or call other dialogs (talk to) before finishing dynamic dialog
- ❖ [Kaz - e370] Opening the inventory while you have to take the CD replaces the item with the selected one from the inventory (it does give you the CD when you take it, though) - You shouldn't be able to open radial menu in gainOverlay
- ❖ [Matrix - e370] Old fill number field detected in skid compiler
- ❖ [Matrix - e370] (Story Mode -EARLY/PUBLIC only) SC interface has black background . SC interface loading animation doesn't play, holomap already started on arriving (demarragerapide issue)
- ❖ All windows are triggering boot systems are loading but shouldn't
- ❖ [Kaz - e370] If you write until you hit the limit in the terminal and hit enter, once you start writing again, the letters will be invisible
- ❖ [Kaz - e370] Old fill number field detected when entering smap.hyperscan
- ❖ [Kaz - e370] You can get the view stuck after leaving gainoverlay menu (like the CD tray) if you use "ESC"
Mouselookfps doesn't restart - You can move the view if you right click again.
- ❖ [Kaz - e370] In Custom game, if you put a CD in the computer (say, the Code: EARTH one), and leave it in the screenshot's position, then if you quickly run cd.close and cd.open, the matertest window will open, the CD will come out, but the matertest window won't close.
- ❖ [Kaz - e370] If a cutscene starts while you have the HUD menu open, it stays open and you can't close it until the cutscene ends.
- ❖ [Kaz - e370] (Story) If RTTP happens while you're talking to the LWs, an error is triggered >> RTTP should be cutting current cutscene
- ❖ [Kaz - e370] If you use diffvirt on a LW and, while the countdown is running, you use "scan.LW", once the LW is virtualized, error appears and the little card window doesn't close
- ❖ Wildwolf typo fixes
- ❖ [Kaz - e370] Weather disasters are disabled even though they exist in game, and it's even marked as level 1
- ❖ [Kaz - e370 (Minor)] You can access the lab's computer by clicking on the keyboard but you can't access PC by clicking on the keyboard

('Westworld III' - ep3 - deadline)

- ❖ [Kaz - e370 (Minor)] If you minimize the energy window and open it again, the whole list is shown for a frame and then it's back at the window
- ❖ [DG - d335] If you try to skip the cutscene where the creature attacks Jeremy (not story-compulsory one, the ones where it really attacks you when the timer is out), an error appears and the game softlocks, even if you then click "no" in the popup, you're doomed anyways.
- ❖ [Matrix - e370] voicem process sound after opening phone window, it stops after opening voicem itself
- ❖ [Kaz - e370] start a mission with LWs in the skid, then destroy it, then start a new one and click the "team position" button, errors appear.
- ❖ [Kaz - e370] Opening the bug reporting tool doesn't remove the HUD menu if it's open
- ❖ TPS triggers sometimes launch fps view (in which movement is also possible)
- ❖ [Kaz - e370] If a LW has DNA issues and is devirt, he'll be sent to the frontier but the HUD menu says he's in the scanners room.
- ❖ If you do RTTP and they die, they say that they're lost forever but the scanners icon is next to them.
- ❖ [Kaz - e370] You can trigger an error by devirtualizing 3 LWs with DNA issues if you follow certain steps (check logs)
- ❖ [Kaz - e370] When you start a game and XANA is set up to attack immediately, the "time until XANA can attack again" in the clock is at ~13 hours for a few seconds.
- ❖ [Matrix - e370] Holomap doesn't show up after system was restarted by closing terminal window
- ❖ [DG - d338] cmap.phoneloc: if you select a LW picture while in global view, it doesn't change to map view to locate it, it just stays on global view + if you select an unavailable character (eg: zapped by the creature) the camera moves up and apparently to a corner.
- ❖ Phone portrait doesn't appear in phone when calling a LW
- ❖ [Kaz (Karuzo) - e369] Only the arrows work to move the character on second time playing
- ❖ [Kaz - e369] In Custom game menu, two first slots of each tab disappear (check log)
- ❖ Infinite stack on building skid (finalization timer issue)
- ❖ [Kaz - e370] If there are perm-xanafied LWs in the current sector and you devirt all the non-xanafied LWs, it won't let you finish the mission because it says that you still need to "Devirtualize all the LWs".
- ❖ [Matrix - e370] (minor) 'transm.mode.combine' and 'transm.mode.solo' works but return 'unknown command' on terminal
- ❖ [Matrix - e370] Probably another old fill number field detected in skid control. Happens after using multiscan while Skid is built

VCOM FIXES

- ❖ [Kaz - e370] You can use lyokoconnect.vcom right at the beginning of the step 1
- ❖ [Kaz - e370] (Story) You can rotate Jeremie freely in his chair with arrows
- ❖ [Kaz - e370] If you **hold** left-click in one of Aelita's conversation options, you can use the arrows/WASD to change your selection. If you move the selection **under** the "See you later" option and hit Space, you leave the chair and you can move, although you're invisible.
- ❖ [CustomGame e370] Fix : We shouldn't be able to trigger vcom if Aelita is not on lyoko (again)

GRAPHIC FIXES

- ❖ Aelita phone number shouldn't appear in list if she's living on lyoko
- ❖ [Kaz - e370] Some papers from Jeremie's room floor have colliding textures
- ❖ [Matrix - e369 / e370] glow in Jeremy's PC disappears too slowly after minimizing little taskbar / doesn't mask properly

(NEW BUILD (e378 - d347))

- ❖ [Kaz - e378] Trying to open the vcom during the attack triggers an error
- ❖ Addition : Kaz Xana tower bug fixes + clean Xana code
- ❖ [Kaz - e370] I can open the build window and build.skid shows the parameters needed as well during story
- ❖ Cannot boot the sc in custom game
- ❖ [Kaz - e370] (Story) “buildcodes”, “build”, “crypto” don’t return any feedback in step1. Also, if you execute “buildcodes”, “build” in step1, they’re open when you arrive at the factory
- ❖ [Kaz - e370] If you start a new mission in the HUD’s phone with the settings “LWs in skid, skid in discovered replika”, if you **DON’T** have a replika in your smap; an error is triggered. / If you start a custom game with the Skid in a random replika, that replika won’t be registered in the smap
-Need to disable if no replika found

(NEW BUILD (e379))

OTHER FIXES

- ❖ [Kaz - e370] If they are perm-xanafied from the beginning, LW quickInfoPortrait says “unavailable until the attack ends”.
- ❖ [Kaz - e370] If you start a mission with the LWs virt, the cmap says that all of them are unavailable/lost (gray) instead of virtualized (green).
- ❖ [Kaz - e370] diffvirt makes the cmap show a LW as lost/unavailable (gray) instead of virtualized (green)
- ❖ Character Name translation not updated on changing language within game menu (more than just on restart)
- ❖ [Kaz - e370] The RTTP tutorial says that “If a LW is in a Replika, far away from the Skid, and you RTTP, the LW will stay in the replika”, however that’s not the case (the LW comes back to Earth regardless of its distance with the Skid).
- ❖ [Kaz - e370] The first attack of every perm-xanafied LW (invocation) is called “namenotfound” in the comcard.
- ❖ [Kaz - e370] (Story) You can do “sectors.carthage” in the link window even though it’s unknown at this point of the story.
- ❖ [Kaz - e370] RTTP doesn’t close HUD’s radial menu or HUD’s phone mission selection menu.
- ❖ Disable mission creation when rtpp is running
- ❖ [Kaz - e378] Terminal and actual dates mismatch in PC in step1
- ❖ [Kaz - e370] matersim affects surveillance and matersim.exe does nothing + shouldn’t be available if not studied in story

(NEW BUILD (e380 - d349))

- ❖ Fix miss needsAloneTower/noReplikaFoundYetWarning / rvlpRunningWarning, some strings where having an invisible Zero Width No-Break Space, find/replace fix it <https://unicode-table.com/en/FFFF/>
- ❖ [Matrix - e370] (minor) Wrong Polish translation on one of the difficulties. ‘normal’ should be translated to ‘normalny’ not ‘normalna’
- ❖ [Kaz - e378] You can still use the keys to choose the conversation line => Forbid choices outside accessible lines
- ❖ Add: ComCard panel blocker on aelita comCard when she is in virtual communication
- ❖ [Kaz - e370] (Story) You can softlock in any skippable cutscene by spamming ESC and clicking “No” repeatedly until it eventually softlocks

VMAP / VIRTLG FIXES

- ❖ [Matrix - e370] Skid isn’t appearing on vmap after using vmap.skid - vmap was kinda going into Skid mode though
- ❖ [38X] If LW wakes up from unconscious while scyphozoa drain/xanafie it, LW is freed from scyphozoa
- ❖ [Kaz - e370] If a LW (ex. William) is following another LW (ex. Odd), William is attacked by the Scyphozoa and then saved, the comcard “unconscious timer” will be frozen and William will continue to follow Odd (it ignores the unconscious state)
- ❖ Add: 3D Cam manager for memory window
- ❖ [38X] MiniCard Tag rotation issue (repro steps 40X early doc)
- ❖ Update on blocking rules when creating a mission

EXPLOIT FIXES

- ❖ [Kaz - e370] You can have both the link and the transf open at the same time if you open the transf while the link window is opening
- ❖ In Cutscene, player can start moving after popup closed
- ❖ [Kaz - e370] If you wait in the “ACTIONS” menu of the comcard and you’re fast enough, you can make Aelita enter the activated tower completely avoiding the battle in front of it ⇒ distance increased for collide to attack

(april 3rd deadline)

- ❖ [Matrix - e380] ‘build.skid/garage/sector’ doesn’t work at all and returns ‘proc. unavailable’
- ❖ New code xanacontrole status enum
- ❖ [Kaz - e380] If you play a custom game with a LW being perm-xanafied, his HUD status isn’t updated in other games
- ❖ [Kaz - e370 - e380] (Story) Terminal command feedback from step1 can be seen in step10 (even though history is correctly erased)
- ❖ [Kaz - e380] If the lyokoconnect is off and you run “lyokoconnect.on”, you can run again “lyokoconnect.on” as many times as you want during the “trying to connect” animation, and it will keep removing 50 of energy from the supercomputer.
- ❖ [Kaz - e380] You can do “devirt.lw” / “devirt.exe” even with the link window closed
- ❖ [Kaz - 380] You can open the RTTP console code while the RTTP is running but shouldn’t
- ❖ [Kaz - e370] (story) You can do cmap.ishiyama / hermitage even if you don’t know yet in step1

- ❖ Kaz [e378]: You can't open the radial menu in gainOverlay as expected, however you can open it before the gainOverlay and the HUD overlay will stay as well
- ❖ [Kaz - e370 / e380] Changing the language in the menu doesn't update the translation of the date in the HUD menu
- ❖ [Kaz - e370 - e380] If someone goes to the frontier and you save and devirt them, once you do RTTP, they died.

(NEW BUILD (e381 - d350))

- ❖ [Kaz - e380] (Story) I can open the voice modulator with "phone.voicem" or "phone.voice" (not taking study status)
- ❖ Fix : Popup in main menu triggers errors
- ❖ [Kaz - e380] (re-added) If you start a custom game with the Skid in a random replika, that replika won't be registered in the smap
Remove: skidOnStartup additional parameters (they are now mostly in phone overlay)
Add: replikas already found parameter in game start
- ❖ [Kaz - e380] (Story) You can do various "vmap.tsuperscan" even though there's no superscan
- ❖ [Kaz - e370] The info for the LWs position in the HUD phone shows "4: Skid" even if it's not built

(NEW BUILD (e382 - d351))

- ❖ Fix: If multiple Lw, when they wake you up, only one should be above, the other simply teleported in same location
- ❖ [Kaz - e380] (Story) You can still write in the terminal while gainOverlay is activated
- ❖ [Kaz - e380] (Story) Superscan is twice in the Metascan
- ❖ Add FullRemote program feature test on superscan (no data duplicate)+ dynamic reskinning
- ❖ All actionsF turned to programs
- ❖ [Matrix - e380] 'superscan.tskid' doesn't work
- ❖ [Kaz - e380] (Story) The skid hangar is taking energy from the supercomputer even if it's (supposedly) not built
- ❖ [Kaz - e370-380] (Story) If you're fast enough, you can open the pause menu after triggering any cutscene, during fading IN
- ❖ [Kaz - e382] Scyphozoa can't attack anymore, it triggers an error and the memory "level" stays at 5000 / Memory window issue
- ❖ [Kaz - e380] (Story) Still being pushed towards the digicode if I turn around and interact with it when it's electrified (Jeremie doesn't look at it)
- ❖ You shouldn't be able to use link command / button if transfer bar is moving up
- ❖ [Kaz - e380] (Story) If lyokoconnect is connecting right before a cutscene, you hear it
- ❖ [Kaz - e378] (Story) Doing "lyokoconnect" -> "lyokoconnect.off"; OR just doing "lyokoconnect" -> "lyokoconnect.vcom" in your first time in the factory closes the vcom.
- ❖ Add Editor Tool: New custom game option backend
Improve: Story: custom game options shouldn't affect story mode options at all
Disable options save occasions when gameMode = story
- ❖ Add: Debug overlay : dna states, realchara locations
- ❖ [Kaz - e382] Dna States are not reset on game restart
- ❖ Add Editor Tool: StudyCodeAndStatus backend
- ❖ [Kaz - e370] (story) The energy window in the lab contains programs that are not available in CH01 (like the marabounta or the vehicles)
- ❖ [Kaz - e370] When you're in Kadic in step12 (before talking to the LWs) and in step13, status say that they're "unavailable till the attacks end"
- ❖ [Kaz - e370] (story) If you virtualize Ulrich while he's kneeling down, he'll be both in Lyoko (in the interface) and out of the scanner (in real world).
He can even save you from knockdown.
- ❖ [Matrix - e382] The programs on the discs are started only the second time they are inserted into the drive. (unless cd.exe)
- ❖ [Kaz - e382] (Story) "satcontrol.name" return both "unavailable process" and "unknown command".
- ❖ Transm shouldn't be available in ch01
- ❖ [Kaz - e382] "Establishing connection" in lyokoconnect window doesn't fit in some languages
- ❖ [readd e380] Add: mission - LW can be asked to go to scanners/lab during crisis (no options for virtualizable ones already in scanners rooms)
- ❖ Add bubble though : jeremie shouldn't be able to use devirt Aelita command if she hasn't a code to materialize on earth.
- ❖ [Kaz - e382] If you leave the game in an specific moment of the Superscan animation, an error is triggered
- ❖ [Kaz - e382] (Story) You can open the radial menu and even the inventory during the "creature attacking you" cutscene.
- ❖ [Kaz - e382] When playing in English, the date from the terminal is reversed (month/day) but the clock's isn't (day/month)
- ❖ [Kaz - e382] You can start a mission with the Skid out of the Sector5 while it's being drained by the Scyphozoa. (shouldn't happen, a mission alert should be called immediately by the game) same thing when lyoko core is being attacked

VIRT FIXES

- ❖ [Kaz - e380] If you start a mission while XANA isn't attacking, you can finish it while having someone in the transf/scan process. The HUD says he's at Kadic, but you can finish the virt process anyway.
- ❖ [Kaz - e380] You shouldn't be able to do devirt when virt is happening
- ❖ Any character being in transf or scan or in devirt shouldn't be able to come to rescue
- ❖ [Kaz - e382] If you run "devirt.LW" but not "devirt.exe" **OR** if you transfer someone but don't scan it; and then run a RTTP, the LW is lost forever and an error is triggered.
- ❖ [Kaz - e382] You shouldn't be able to use virt commands if someone is being scanned

- ❖ [Kaz - e380] (Story) In story mode, you can even use William as destination (virt.to), although it can't find him either.
- ❖ [Kaz - e380] If you do "virt.to.lw" and that LW isn't virtualized, once you do "virt.exe" the feedback says that you can't find "[X]" in the virtual world.
- ❖ [Kaz - e370] Devirtualizing a LW while you have it selected in the vmap doesn't remove his "selection circle"
- ❖ Link/Transition window big code clean
- ❖ [Kaz - e380] On opening transition for scan, the card doesn't show up and the apparition sound isn't played either.
- ❖ [Kaz - e382] If you run "devirt.LW" but not "devirt.exe" and you check the LW portrait => it should be in devirt space

CMAP/PHONE FIXES

- ❖ [Matrix - e370] cmap in Jeremy's PC doesn't show the actual map unless you try to move the camera
- ❖ [Kaz - e382] Calling a number manually with ("phone.number") works but also returns "Unknown command"
- ❖ [Kaz - e370] (story) You can call any LW at the beginning at the step1, and it'll call the proper number, but with no answer
- ❖ [Kaz - e370] (story) You can call William in the story mode and it will dial the number, but with no answer.
- ❖ [Kaz - e382] (Story) "cmap.phoneloc" shows the LW as lost (gray) in step13

VCOM FIXES

- ❖ [Kaz - e380] (Story) If you open the vcom in the factory and you go back to Kadic in step8, you can hear the "See you soon" (from when the vcom closes itself because Jeremie hasn't interacted with it) at Kadic.

GRAPHIC FIXES

- ❖ [Kaz - e382] A WIP objective showed up while/after decrypting Franz's diary ("Aelita isn't safe in her tower")
- ❖ [Kaz - e382 (Minor)] (Story) "Elevator" location missing uppercase
- ❖ [Kaz - e382 (Minor)] "Mission completed" notification missing uppercase

('End of fasting' - October 9- deadline)

- ❖ Change: increased visibility of LeaveInterface zone
- ❖ Fix: Error calls when hovering settings options, fix by Leveable Type settings exclusion
- ❖ [Kaz - e382 (Minor)] Missing translation in the expanded "Drain" of the energystat when the Scyphozoa is attacking the skid

OTHER

- ❖ [Kaz - e382] If you start a mission with the Skid in the network and you're near a hub, it won't be registered in the smap. If you use it to travel to another hub, an error is triggered
- ❖ [Kaz - e382] When you start the game, the SC Cooldown is turned on but it's not taking any energy from the SC
- ❖ [WildWolf21-e382] Typos build readme tab (assigned to DG)
- ❖ [Kaz - e380] The lab doesn't have the proper lighting on startup in quick/custom mode.

FIREWALL FIXES

- ❖ [Kaz - e382] (Story) You can close the Firewall by hitting "Enter" from any place in the real world, even from menus like the inventory
- ❖ [Kaz - e382] If you open/close pause menu once the firewall has been activated, you can drag the firewall window (you usually can't drag it).
- ❖ Change: firewall bg - more red+behind window borders
- ❖ [Kaz - e382] If you're dragging a window while the firewall is loading, you can still drag it + interact with it once it's activated.

GRAPHIC FIXES

- ❖ [Kaz - e382] When you start a custom/quick game, if you leave the interface view, you see the monitors opening in a pretty strange way (the sounds are played way before the interface open, and the same "1 frame where the SC is already up" bug from Story mode appears
- ❖ Fix : Sector5 camera can go too far behind tunnels
- ❖ Fix : Knockdown electricity vfx stack up when called several times
- ❖ Fix : Virtual sea hubs don't reset their animations until they're reused
- ❖ [Kaz - e382] If you virtualize a LW, you can see in the "elevator" window that they actually stay in the scanners room

OTHER

- ❖ [DG - d351] If you interrupt lyokoconnect while it is being turned on (aka close the window), it won't connect, but when reopening it, it will consider it's "connected" but the window will display the "off" graphics
- ❖ Clear up list TODO 40X
- ❖ Reboot - side and upper screens should get darker + remove reboot fx from Lab holomap
- ❖ Bring back SC cd player light
- ❖ Add: New CD icons
- ❖ [Kaz - e382] The SC's chair is asymmetric
- ❖ Add earlytester list in credits
- ❖ Sc Status audio pass
- ❖ [Kaz - e370] The textures mess up on the CD's back when turning it around
- ❖ [Kaz - e382 (Minor)] (Story) "vcom/cmap" return no feedback in step10

- ❖ [Kaz - e370] If you open the HUD menu and you're not pointing to anything that you can interact with, moving the mouse to one of those places doesn't trigger them. However, if you open the HUD menu in one of those places, the HUD menu doesn't disable the interaction icon + text, and it sometimes prevents you from reading the info from the HUD.

(NEW BUILD (e390 - d360))

- ❖ [DG - d360] Loading screen "a tip from" text wrapping error
- ❖ Remove overvehicles options from comCard if they're not installed + add global install method to check if overv are installed
- ❖ [DG - d360] (To be reproduced) Custom game didn't start (NullReferenceException) after first run (preferences deleted), test scene opened, gameOver triggered, custom game started. Not sure if it'll have to do with the test scene
- ❖ [Kaz - e390] "vmap.core/arena/hangar" works but also returns "Wrong value"
- ❖ [Kaz - e390] The title of the "monsters near the skid / monsters near the core of Lyoko" popups don't fit in Spanish
- ❖ [Kaz - e390] A RTTP shouldn't be needed to finish a mission after the Scyphozoa attacks the Skid / after the core is being attacked
- ❖ [Kaz - e390] A bunch of errors appear after doing multiscan to the Skid to save it from the Scyphozoa
- ❖ [Kaz - e390] None of the phone subcommands work
- ❖ Kaz: If you're quick enough (for example by having "scan.odd" in the clipboard) and quickly run "scan" -> "scan.odd", the scanning sound is still not being played and the card doesn't appear.
- ❖ [Kaz - e390] There's a Jeremie advice telling you that you can double click in order to superscan a tower, however you can't do that anymore
- ❖ [Kaz - e390] Checking the state of someone that you did "devirt.lw" on but not "devirt.exe" triggers an error
- ❖ [Matrix - e380 - e390] 'superscan.tskid' doesn't work
- ❖ [Kaz - e390] If you click the terminal button to turn off the SC computer, and right before it turns off you insert a CD, the CD will be executed even if the computer is already off.
- ❖ [Kaz - e390] "build" returns "Unknown command" (can't use it at all)
- ❖ LW shouldn't go to lab in custom game for now
- ❖ [Kaz - e390] If you do "skid.demater" while the Skid is leaving a virtual world / while it's using a hub, an error is triggered + add cmd blocker
- ❖ [Kaz - e390] If you do "lyokoconnect.off" while the LyokoConnect is currently trying to connecting, the connection will be turned off but you running "lyokoconnect.on" again does nothing
- ❖ [Kaz - e390] If you do "diaryf" and it's not decrypted, an untranslated feedback is returned ("decryptincomplete")
- ❖ [Kaz - e390] You can open Franz's diary with "diaryf.number" (ex: diaryf.200) even if it's not decrypted.
- ❖ [Kaz - e390] If you do "scan.lw" and that LW isn't transferred, an error is triggered
- ❖ [Kaz - e390] If you run "scan.lw" while a LW is currently being scanned, an error is triggered
- ❖ [Kaz - e390] If you start a mission in Lyoko while the firewall is activated => you shouldn't be able to
- ❖ [Kaz - e390] If a LW isn't transferred (including Franz) and you do "dna.lw", it triggers an error
- ❖ [Kaz - e390] If you do "devirt.lw" after scanning a LW, he's sent to the frontier even if you hadn't virtualized him yet.
- ❖ [Kaz - e390] If you run "devirt.lw" and then again "devirt.lw" instead of "devirt.exe", the LW will be sent to the frontier
- ❖ Xanafied LW appears in transition window
- ❖ If you run "devirt.LW" but not "devirt.exe", and then RTTP, it'll show an error window saying that "no scanner was available - LW is in the frontier", however it's actually lost forever.
- ❖ If you transfer someone and then RTTP, an error window saying that "you can RTTP cause there's a transf, scan, virt... in progress" appears, and the RTTP window has the gray "frozen" color, however the countdown isn't frozen and it runs the RTTP just fine (the LW is also lost forever).
- ❖ [Kaz - e390] If you reboot while a sector is being destroyed... => you shouldn't be able to
- ❖ [Kaz - e390] The surveillance window is already open while the terminal is initializing
- ❖ [Kaz - e390] If you start a mission with the LWs and then click "Analyze DNA" in any of their comcards, a bunch of errors appears
- ❖ You can't start any new mission cause it's stuck in the "No replikas found yet" message under circumstances
- ❖ [Wildwolf21-E390] after you use the interface in sector5 the terminal says that the access was interrupted even though it was successful
- ❖ [Kaz - e390] If you already have a clone, doing "clone.exe" triggers issues
- ❖ [Kaz - e370] (Story) Yumi has 4 texture holes near her chest and shoulders
- ❖ [Kaz - e390] If you try to devirt Franz while he's in the vmap, a bunch of errors appear.
- ❖ [Wildwolf21-e390] miss 'speed' word context in aelita comcard status in 'increaseover compilation'
- ❖ [Wildwolf21-e390] xanaEarthAttacks needed message for 'xana' command has context and translation issues
- ❖ Aelita's com card should be able to open when being inside Hopper
- ❖ [Kaz - e390] If Franz saves Aelita and then dies in a battle with XANA-William, Aelita will be released after Franz dies but her "unconscious timer" will be frozen in 00:23.
- ❖ Add: VirtualWorld namespace

DIARY FIXES

- ❖ Add: Writing cutscene sequence
- ❖ [Kaz - e390] The date on the diary is always wrong so we can't start story mode
- ❖ [Kaz - e370] It looks like every time you restart, the last paragraph of Jeremie's diary is written one more time.

- ❖ [Kaz - e370] You can sometimes get the “diary writing” to write the last paragraph multiple times if you hit many keys at the same time. You can also write the 2 previous paragraphs at the same time with the same method.
- ❖ Window should directly show in grey the date to enter

(NEW BUILD (e391 - d361))

- ❖ [Wildwolf21-E390]the sectors.sector5 windows shows erroneous visual
- ❖ [Kaz - e390] If you spam left+right click while the game is loading (while you’re waiting in the screen with the advice), 2 errors are triggered
- ❖ Add: HarassProfile / OrderProfile / CarthageProfile / BattleProfile
- ❖ Add: revirtfront commands + tuto
- ❖ [Kaz - e390] You can end a mission after recovering a frontired LW but without devirting him.
- ❖ [Kaz - e390] If Code: EARTH isn’t resolved and Aelita goes to the frontier, you can’t get devirt her. => revirt front added
- ❖ [Kaz - e390] You can’t use comcard’s Code: EARTH in activated tower, but you can still use it if you do “matersim” -> “matersim.exe”
- ❖ [Kaz - e390] If you spawn an overvehicle in a replika and then leave the replika, you can quickly type “vmap.overvehicle” to show it in the vmap again. => overvehicles should devirt on leaving replika, this not letting chance to locate them anyway
- ❖ [Kaz - e390] “smap.route.x” without the Skid returns an untranslated feedback (“calculrouteneedskid”)
- ❖ [Kaz - e390] If you execute the firewall right when the computer starts after a reboot, you can interact with all the windows that open after
- ❖ [Kaz - e390] If you have the vmap open and you reboot, after the reboot the vmap will open and then *reopen* in a glitchy way.
- ❖ Vmap Restart error : LocStart localisateurCRD gameObject destroyed
- ❖ [Kaz - e382] If XANA-William kidnaps Aelita, starts a combat with a LW, invokes a manta, after battle, the manta will just stay there
- ❖ [Kaz - e390] An error is triggered after some seconds if you leave the game while a sector is being destroyed
- ❖ [Kaz - e390] The vcom window (OR the conversation if it’s already happening) aren’t closed when you devirt Aelita / she’s kicked out of a tower by a XANA-LW / the monsters destroy her tower if Jeremie activated it.
- ❖ [Kaz - e390 (Minor)] You probably shouldn’t be able to use “scstatus.circuits” while the animation is happening.
- ❖ [Kaz - e391] When the Scyphozoa attacks the Skid, in the HUD menu, it shows both “No alerts left” and the “Defend the Skid” alert. You can finish the mission directly even if the Skid alert is there.
- ❖ [Kaz - e391] When monsters attack the Skid, no alert shows up (so you can finish the mission directly)
- ❖ [WildWolf21-E391]Unavailable clock timer error seems to occur related to core attacks
- ❖ Sectors.sector -> weird dissolve value
- ❖ [WildWolf21-E390] Playing on “low” Quality>transf a LW>type “scan”>the link window will only show this static image of Yumi’s wireframe
- ❖ [Kaz - e391] (Story) 2 errors show up when starting story mode
- ❖ Custom game mode settings are not saved when launching a custom game
- ❖ [Kaz - e390 - e391] If you reboot while Franz is saving Aelita, he stays in midair forever
- ❖ [Kaz - e390 - e391] LWs stay paralyzed forever after a reboot (you can’t move them or devirt them, so the game is softlocked)
- ❖ [Kaz - e391] Rebooting the computer doesn’t free temp-xanafied LWs
- ❖ [Kaz - e391] If you do “dna.franz” while he’s in the vmap OR “dna.lw” if the LW is perm-xanafied and in the vmap, an error is triggered
- ❖ [Kaz - e390 - e391] If Franz saves Aelita without triggering a battle, you can’t move Aelita after her unconsciour timer ends

(NEW BUILD (e392 - d362))

- ❖ [Matrix - e370 - e391] Aelita’s wireframe texture in link window before scanning is messed up(season 1-3 outfit only)
- ❖ [Kaz - e391] A “DNA stealing Scyphozoa” never captures Aelita if she doesn’t have Code: EARTH resolved, it just triggers a battle. This creates an infinite battle of Aelita’s “Avoid” attack and the Scyphozoa doing nothing => scyphozoa should attack in this case.
- ❖ [Matrix - e392] (Custom Game) Missing readme ‘revirtFront’ translation in readme_struct
- ❖ [Matrix - e392](Custom Game) Yumi has some holes in her s3 outfit
- ❖ [Matrix - e392] (Probably unintended) When having every sector and skid built (lyoko and carthage are connected) the amount of energy is 2500, by that we are not able to reboot system or start RTTP without turning off the scanners
- ❖ [WildWolf21-E392]in the superscan window,when LWs move “up & down” it uses S4 costumes even if you are using S3 costumes.
- ❖ [WildWolf21-E392]typing “diffvirt” will open the link/liaison window without actually opening the “diffvirt” tab
- ❖ [WildWolf21] Mission / Alerts not displaying or triggering properly
- ❖ [Matrix - e392] You can write in terminal on the first time you open Radial Menu phone
- ❖ [WildWolf21-E392]if you click on the red DNA box in the link window when a LW is in the frontier this error will appear.
- ❖ Move Aelita vcom out of Customgame/quickGame mode for PUBLIC builds
- ❖ [Matrix - e392] You can click on LW’s head in Link window before virtualizing him
- ❖ [Kaz - e392] If a LW (ex. William) is following another LW (ex. Odd), if William ends up unconscious in between, he will continue to follow Odd (it ignores the unconscious state)

SKID FIXES

- ❖ [Kaz - e391] You can start a mission in the Skid after doing “build.exe” but before using the multiscan to fully build it.
- ❖ [Kaz - e391] You can do “skid.do.undock” after doing “build.exe” but before the multiscan. The Skid will have the regular colors instead of being white, and redocking it will open the Skid window as well.

- ❖ [Kaz - e391] You can open the Skid window after doing “build.exe” but before the multiscan, by clicking on it in the vmap OR by doing “vmap.skid”. / “skid” doesn’t open it, though
- ❖ [WildWolf21-E392]if there is a clone already on a sector and then a guardian catches the LW that was cloned > the clone will not “free” the LW when it stops by the guardian..
- ❖ [WildWolf21-E392]when a battle occurs with multiple LW, unconscious LW can end up in the battle
- ❖ [Kaz - e392] Kaz: if you select “Localize” in the phone when calling someone, the first bug from Dragon’s report happens (stays in global view, clicking on the LW’s pictures won’t open the actual cmap)
- ❖ [DG - d362] LWs get stuck on Lyoko after using the new revirt feature / devirt and locate not working

AUDIO

- ❖ [WildWolf21 - e391]’Freeing sound’ after typing the mvoice can’t be heard
- ❖ [WildWolf21 - e390]the sound of the timer in the diffvirt window is muted
- ❖ Scanner ‘fastvirt’ sound shouldn’t play when adding LW to diffvirt
- ❖ Add sounds: frontrevirt tabselect, frontrevirt add LW

(NEW BUILD (e393 - d363))

- ❖ Fix: Selecting whatever action in battle only triggers a basic attack
- ❖ New CombatSceneTargetting profile
- ❖ [Kaz - e392] In a battle, the sacrifice option doesn’t remove the LW’s card from the battle + Add 360 rotation effect
- ❖ [WildWolf21-E393]You can start a mission in sector 5 even if you don’t have sector5’s materialization codes.
- ❖ [Kaz - e392] You can spawn a clone to someone in the Skid, even while it’s in the Network (even though doing “clone.to.lw” throws both “Wrong value” and “Wrong coords”, you can still do “clone.exe” just fine)
- ❖ [Kaz - e392] You can virtualize someone inside the network if you have a LW inside the Skid (just do “virt.lw”, it’ll throw the “Wrong coords” when virtualizing but it’ll let you virtualize anyway). It also works with diffvirt. => LW should die
- ❖ [Kaz - e392] If you start a mission with the Skid in the digital sea and a replika discovered, go near a hub and do “smap.route.<replikaID>”, use the hub and when you’re out, an error is triggered
- ❖ [Kaz - e392] If XANA-William has kidnapped Aelita and is walking towards the digital sea, you virtualize a new LW in a different place of the sector, William will go to attack the LW instead of keep walking towards the digital sea.
- ❖ [Kaz - e392] When a LW is inside a guardian, you can still do “vehicle.lw” (even though “vmap.lw” says that it can’t find him)
- ❖ [Kaz - e391 (Minor)] If you RTTP while the Skid is waiting for the multiscan, it turns blue (instead of staying white)
- ❖ [Matrix - e393] Scanner “filling up” animation gets stuck
- ❖ [Kaz - e393] You can’t start a mission while a sector is being destroyed / created, even though there are no alerts (the alerts line is literally empty)
- ❖ [WildWolf21-E392]you can’t move Aelita’s POV in the visual window(it uses left click and left click opens the radial window)
- ❖ [Kaz - e393] If you lose a LW and then start a new mission in Lyoko, he’ll come back
- ❖ [Kaz - e393] If Lyoko is destroyed while the Skid is in a replika, and then you RTTP, the Skid will appear under a new *undiscovered* replika every time you RTTP. => now it should be under destroyed Lyoko, simple as that
- ❖ [Kaz - e393] If Aelita is living on Lyoko, the LWs are at Kadid and Aelita goes to the frontier; an alert is activated so you can’t create a mission to save her. => a mission should be automatically created
- ❖ [Kaz - e393] If a LW goes to the frontier and you wait until it’s lost, if you don’t have it selected in the Link window, her name will stay in the tabs. / If you click on it, the name disappears but the “ready to be scanned” mesh appears..
- ❖ [Kaz - e393] An alert with no description shows up if you do “sc.cooldown.off” (the title is “Fix the Supercomputer”)
- ❖ [Kaz - e393] If you reboot while someone is inside a guardian, his comcard won’t show “paralyzed” anymore after the unconscious timer ends, it’ll be a regular comcard. => guardian and LW inside shouldn’t be affected by reboot
- ❖ Add: dynamic loader for 3D crypto
- ❖ [Kaz - e393] If you align the Skid to an undiscovered replika, do “crypto.replika” and close the Digital Sea Sensors window, an error is triggered and the replika won’t open
- ❖ [Kaz - e393] If you RTTP while the elevator is moving, the elevator moving sound will loop infinitely
- ❖ [Matrix - e393] Vehicles materialization effect looks weird, plus in the overboard and overwing window there always stays a part of red materialization animation at the top (it’s hard to see in overwing). Thing with red part doesn’t happen in overbike window
- ❖ [Kaz - e393] The vehicle cards in a battle are out of bounds
- ❖ [Kaz - e393] If you reboot while the LWs are in the Skid in Lyoko, their comcards will open and the navskids will appear as empty.
- ❖ [Kaz - e393] The hyperscan spams an error to the console after it has found a replika and it won’t show the replika
- ❖ [Kaz - e393] You can come back to an already-left replika if a xanafied LW spawns in there and you leave without battling him. Just do “vmap.<XANA-LW>” after leaving the replika.
- ❖ [Kaz - e393] If you close the clone window right after doing “clone.exe”, an error is triggered and the “loading” window won’t close
- ❖ [Matrix - e392 - e393] Side bar in matersim window is always on right side and after the dissolve animations is over it jumps back to left side
- ❖ [Kaz - e391 - e393] If Aelita does not have Code: EARTH resolved and you wait until the “battle timer” ends, she should use ‘avoid’, not ‘energyfield’ / Kaz: Now clicking on the “Avoid” attack in Aelita’s comcard makes her use an Energy Field. The Scyphozoa doesn’t attack her either.

TRANSPORTER ISSUES

- ❖ [Kaz - e393] If you devirt someone while it's inside the transporter, 2 errors are triggered and the transporter will be stuck
- ❖ [Kaz - e393] If you RTTP while someone is in the transporter, an error is triggered
- ❖ [Kaz - e393] If someone goes to the frontier while being in the transporter, you save and try to frontrevirt them, an error is triggered

BUILD ISSUES

- ❖ [WildWolf21-E393] Fastforwarding time while having a build in the background will give out errors.
- ❖ Build countdown sound issue
- ❖ [WildWolf21-E393] When typing build.maze after you built carthage...it should say "5th sector must be built" and not "5th sector must be builded")
- ❖ [Kaz - e393] You can build a previously-destroyed sector after the core has been destroyed. That sector will stay alive after Lyoko is erased.
- ❖ [Kaz - e393] You can come back to an already-left replika by some steps by revirt someone that got in front on a Replika and getting back its data on Lyoko => you should be able to get back its data only on that said Replika + add feedback on frontier tab

REVIRT ISSUES

- ❖ [WildWolf21-E393] frontrevirt>frontrevirt.LW>frontrevirt.exe>triggers error
- ❖ [Kaz - e392] "frontrevirt" -> "frontrevirt.exe" triggers the revirt animation (the green arrow) even without LW
- ❖ [WildWolf21-E393] trying to devirt a LW after he was "bound" to the revirt will trigger an anomaly even if you reopen the link window to reset the revirt targets.
- ❖ [WildWolf21-E393] Typing "frontrevirt" will output "frontrevirt:proc initialized" even though connection to lyoko is off and the link window is closed (also when you open the link window after connecting to lyoko it will show the revirt tab)
- ❖ Fix: CamPortraits should be reinit when in-front characters are used in transition window (otherwise LW from devirt can appear in there)
- ❖ Add: scanner plug feedback in link window
- ❖ [Kaz - e393] If lw to front in a replika, the skid leaves the replika, you recover their data and try to frontrevirt them, an error is triggered.
- ❖ [Kaz - e393] If lw to front in Carthage, you recover their data and try to frontrevirt them, an error is triggered
- ❖ [Kaz - e393] If lw to front in the network, you recover their data and try to frontrevirt them, a different error is triggered
- ❖ [Kaz - e393] If you spam left+right click while the game is loading (while you're waiting in the screen with the advice), 2 errors are triggered
- ❖ [Matrix - e393] Terminal loading sound plays even after pressing ESC
- ❖ [Kaz - e391] (Story) 2 errors are triggered when opening the diary and there's no place to input the date

(NEW BUILD (e397 - d367))

- ❖ [Kaz - e397] The date doesn't fit anymore in the HUD depending on language
- ❖ Story fix dates/year inconsistencies between diary and current date (check storydoc)
- ❖ [Matrix - e397] 'transm.skid' doesn't work and returns 'incorrect value'
- ❖ [Kaz - e397] After reboot, not only lw in guardian do not get paralyzed, but also nobody else
- ❖ [Kaz - e392 - e397] If you do "vmap.lw" to a LW in the Skid while you're in the network, you'll be free to move the camera around with ctrl + clic
- ❖ Carthage countdown windows not displaying text change on the countdown
- ❖ [Kaz - e393 - e397] If Aelita does not have Code: EARTH resolved, a battle ensues and scyphozoa doesn't use attack
- ❖ [Kaz - e397]: If devirt while transp LW or that you do RTTP, it triggers a new error and the transporter doesn't get stuck.
- ❖ [Kaz - e397] After "crypto.replika", the sensors and crypto will be successful but the replika won't open
- ❖ [Kaz - e392 - e397] If you spam "scstatus.circuits", you can still "softlock" the window.
- ❖ [Matrix - e393] Voicem "glitch" sound doesn't play rightfully after selecting person
- ❖ [Kaz - e393 - e397] If you have a clone in a replika and run "skid.demater", the clone should disappear
- ❖ Add: We should be able to recover data from Replika's towers, in order to retrieve people who go to the frontier in there

(NEW BUILD (e398 - d368))

(april 23 - Sonic deadline)

- ❖ Change : Battle guides turned to components, new lyokoguides debugger
- ❖ When summoning creature, VS shouldn't appear and the card of xanawarrior should go on the center on the screen
- ❖ [Kaze - e398] In a battle, if a LW's card is below a "turned around" card, his turns will be skipped completely.
- ❖ [Kaz - e393 - e398] XANA-William doesn't throw Aelita into the digital sea if he kidnaps her in a replika, he just stays at the edge
- ❖ [Kaz - e398] Now everyone gets paralyzed as expected by reboot, but the LW in guardian is getting an unconscious timer
- ❖ [Kaz - e398] If you materialize a clone in a replika, and after that you do "skid.demater", 2 errors appear in the console
- ❖ [Kaz - e398] If you have a LW selected in the vmap in a replika, and then do "skid.demater", an error is spammed to the console
- ❖ [Kaz - e393 - e398] If a LW is xanafied near the Ice T1, he'll get stuck trying to jump into the digital sea infinitely
- ❖ [WildWolf21-E398] build the garageskid > wait for it to finish building > connect to carthage before typing build.exe > type build.exe and then click on the carthage window to locate the sector > you'll get error
- ❖ [WildWolf21-E398] if there is a clone of a LW next to a guardian and then the guardian catches that LW that you cloned...the clone will cause the guardian to disappear with the LW it caught inside it

(NEW BUILD (e399 - d369 - p968))

- ❖ Version number update to 4.0.0
- ❖ Add: holomap scanlines for sphere+skid
- ❖ [Kaz - e399] If you turn off a scanner with someone inside, a not found string appears ("lwtrappedinsidescanner")
- ❖ [Kaz - e399] You can scan and virtualize LWs even if you unplug scanner after transf
- ❖ [DG - p968 (public build)] Unfinished tutorials remain in the help section
- ❖ [Kaz - e399] If you do "frontvirt.exe" and quickly click on a different Link tab (before it's actually frontvirted), the frontvirt is cancelled. If you try to go back to frontvirt, it won't let you frontvirt the LW (frontvirt.lw / frontvirt.exe do nothing)

(NEW BUILD (e400 - d370 - p969))

- ❖ [Kaz - e399] "transitionactioninprogress" not found when doing RTTP
- ❖ [Kaz - e399] An untranslated message appears if the diffvirt objective is devirtualized ("diffvirtinterrupted")
- ❖ [Kaz - e399] A game ended with a "not found" message ("surchauffe")
- ❖ [Kaz - e399] If a LW (ex. Aelita) is following another LW (ex. Odd), and you devirt Odd, Aelita will now go to the coords 0000 0000 of the sector. Whereas it should simply stop follow
- ❖ [Kaz - e399] If there's a LW in the frontier, you recover his data, turn off all the scanners and try to devirt him, it'll say that the LW has gone back to the frontier, but several issues arise
- ❖ Add: On link end anim devirt, the animation should loop back to its original state and the card of lyokowarrior should disappear if there's no left in scanner for devirt
- ❖ Fix: aelita cannot move after being brought back by hopper

(NEW BUILD (e401 - d371 - p970))

- ❖ Replace worldtype.lyoko for worldtype.virtualworld
- ❖ Debug: In overlay, make debug commands list dynamic with buttons and their respective description as tooltip
- ❖ [Matrix - e400] (Minor) "Click, to continue" is not aligned with tip box during loading
- ❖ [WildWolf21-E400]broken texture at the ice sector -741,104
- ❖ Fix: Game breaking bug

(NEW BUILD (e402 - d372 - p971))

4.0.X - PostRelease

Version(s) that shall be released during 4.0.X cycle (401,402,403...), as much as needed before 41X

Version 4.0.1



Optimization +200% (vsync forced) + Pathfinding core upgrades + Various bugfixes + Better Aelita options + Text feedbacks improvements

OPTIMIZATION

- ❖ Vsync Count forced: Every V Blank Second on all quality levels (target 30fps or more depending on FHz) rather than insane only, put Every V Blank for high and insane (60 or more depending on FHz). Game becomes way more optimized for computers that weren't forcing it on the game (from important lag to NO lag at all in realworld view)
- ❖ Pathfinding: LyokoGuides now uses individual traversable graph rather than checking on all world paths
- ❖ Pathfinding: RealGuides now uses only realWorld A* graphs

ADDITION / CHANGES

- ❖ Virtual Builds should continue despite rttp with timetravel compensation
- ❖ Definitive Xanawarrior revert time should have timetravel compensation
- ❖ Game options descriptions : display selected value description line in yellow based on current value
- ❖ Colored AP cost on comcard action names
- ❖ Franz alive option moved to startup
- ❖ Option merge (code earth + aelita life)
 - 0 = live on lyoko, code earth needed but not found (stay on lyoko on rttp, cannot be devirt)
 - 1 = live on earth, code earth needed (back to earth on rttp, need earth code on devirt)
 - 2 = live on earth, code earth not needed (back to earth on rttp, doesn't need earth code on devirt)
- ❖ Add: gotosea feedback on comcard when a temp xanafied LW goes to throw itself in the sea
- ❖ [p971] If a virtual world in which a LW was put in frontier is destroyed, its cached memory + LW should be lost
- ❖ Upper LAB fake light improvement + stairs bars fake ambient occlusion
- ❖ Add: abandon LW popup possibility when trying to fast forward if LW are in frontier
- ❖ Design issue: tab is used to autocomplete AND to switch windows
 - Change switch windows for CTRL + TAB / update readmes
- ❖ Add: If surface sector on which was front lw is destroyed, his revert should fallback to arena (even if no matercodes possessed)
- ❖ Improve: If any of the LW cannot be devirt because scanner unplugged, no any LW can be devirt => It should be case by case
- ❖ Tunnel particles design change
- ❖ Vsync option selection on startup
- ❖ Balance : Revert should give a lw without much ap or hp

PATHFINDING CORE CHANGES

- ❖ Update Pathfinding project to 4.2.15
- ❖ Flying creatures/overv gets a little up Y offset on vmap
- ❖ Add pathfinding **multiagent** <https://arongranberg.com/astar/docs/multipleagenttypes.html> for flying paths, rather than sharing the same A*
 - This should completely prevent the agents from trying to take flying paths on surface sectors if not overv or flying
- ❖ [p971] Test high falls (AI) in desert & mountain depending on physics reception of player computer
 - => clamp more like overvehicles

REMOVE

- ❖ [p971] In-Game info display in launcher

GRAPHIC-SOUND FIXES

- ❖ [p971] Playing on low graphics causes the scan graphics to be replaced by a solid white square, and **aelita wireframe appearing over black screen**
- ❖ [p971] Carthage Destination Texts in comcards overflows in italian
- ❖ [p971] Change back comcard action text to gunship
- ❖ [p971] 'Aelita est ko...' popup, needs uppercase first letter
- ❖ [p971] Replikas doesn't visually appear on vmap (only towers) on AMD cards dissolve issue
- ❖ [e435] Audio:the timer in the Carthage key window and the timer in the tunnel window don't have sounds.
 - Same issue as in 36X => AMD provokes float pointprecision difference when interpolation value reaches almost 0
 - => adding X-1 on the shader remap (In Min Max) avoid this issue (already done)
 - => get sure that base value doesn't get above 1000 (it was moved to 10000, brought down back to 973)

OTHER FIXES

- ❖ [WildWolf21-E400]the terminal won't allow you to type mountain.waytoweraccess.TTCACGTT because you passed the character limit by 2 letters (you can use **.wta** in the meantime), command waytoweraccess replaced by => toweraccess
- ❖ [p971] Scyphozoa can xanafie multiple LW in the same time
- ❖ [p971] Fr typo "Franz Hopper est en vie, il la sauvera \$" / un(e) personne se réveille... /
- ❖ [e406] Scyphozoa running away while xanafying a LW / Monster going away whereas in battle
- ❖ [p971] Tower activated by player shouldn't be disabled by RTTP
- ❖ [p971] Guardian should bring LW to earth ground if taken on flying path
- ❖ [p971] Multiple entries to elevator (blocker trigger) should lead to separate positions choices
- ❖ [e406] Second battle visual takes over the first one
- ❖ LW cannot get to tower 8 in mountain

- ❖ [p971] When you do a reboot while LW is in the carthage tower, he will fall through and return error idUniv -1
- ❖ [p971] Once maze has been solved, flying paths aren't retagged properly
- ❖ [p971] RTTP doesn't permanently xanafy temp lyokowarriors
- ❖ [Kaz - e406] Clicking in the 4th option of the battle comcard says that you've used the 5th option, and viceversa. (feedback issue only)
- ❖ More [FR typos fixes](#)
- ❖ [Matrix - e410] "clone.to" works but returns "incorrect value"
- ❖ [Matrix - e410] No background in fight window
- ❖ Kaz: Neither of the "Living on Earth" options make Aelita need Code: EARTH when virtualized
- ❖ [p971] If you resize the windows and then hide them WHILE resizing, they become invisible.
- ❖ [WildWolf21-E410]sector5's bridge has wrong textures.
- ❖ Aelita not falling after being supersmoked over sea
- ❖ [WildWolf21-E410]Carthage materialization codes=off > start the game> link>sectors.sector5 >you'll see that the mater codes are available
- ❖ [p971] Monsters that stays in Garage do Block Time Jumps even if skidbladnir is destroyed
- ❖ [p971] If lyokoconnect disabled, when a battle start, the screen will flash with the combat window content
- ❖ [p971] Fighters in maze shouldn't move (as they do in surface sector) as they place themselves for battle
- ❖ [p971] In the maze, click on an attack and move the mouse away from the comcard, and the card will be blank
- ❖ [WildWolf21-e406]Temp-xanafied Aelita will try to jump and destroy a sector at the same time...(you'll see her go to a way tower,then stop and go back a few steps to a ledge to jump of,then back to the way tower)
- ❖ [Matrix - e411] Aelita needs Code Earth even with "Living on Earth Freely" selected
- ❖ Monsters continue moving even when battle started
- ❖ [Kaz - e410] If a LW is flying with a overvehicle and you demater it, the LW might teleport to a nearby land because of navmesh clamping
- ❖ Fix : an ice jump/throw point was only accessible to flying LW
- ❖ [Matrix - e411] Inserting CD's into driver triggers error
- ❖ Virtual build countdown audiosource assignation issue
- ❖ [WildWolf21-E410] skid.to.towerNum doesn't work and gives an "unknown command" output(skid.to.tower.Num also doesn't work but it doesn't give you the "unknown command" output)
- ❖ [p971] Scyphozoa shouldn't try to do core attacks yet (not finished)
- ❖ [Matrix - e406] After closing Satcontrol window terminal displays 'Proc. Unavailable'
- ❖ [p971] On restarting computer, there shouldn't be greyed (tab) suggestion if a command was enter before shutting down + history should be erased
- ❖ [Matrix - e410] Aelita spawns in Lyoko with "Living on Earth Freely" selected and after doing RTTP she disappears from Lyoko and she's not showing on earth but HUD says he is at Kadic while cmap doesn't show her at all
- ❖ [p971] LW frontvert into carthage cannot move if they come from tower
- ❖ [Kaz - e411] If a LW is using an overv at a sector edge, and you call transp, LW will fall through the arena when arriving to the Sector 5
- ❖ [Kaz - e411] If you virtualize LW in a coord with no terrain (so it falls into the digital sea), it'll be automatically teleported to a nearby land
- ❖ If Aelita dropped over sea with supersmoke, she'll be clamped to navmesh
- ❖ Battle background squashed
- ❖ Target and objective line shouldn't lag behind lyokoguide position
- ❖ [Kaz - e411] If a LW is on an overvehicle and you demater it, the LW will fall through even if there's terrain under him
- ❖ [WildWolf21-E413]i think 2 should be Lyoko+Carthage in optionmenu
- ❖ [WildWolf21-E413]passing time will not make monsters disappear like previous versions
- ❖ [Kaz - e409] If a guardian collides with Franz, a battle starts with 2 errors (shouldn't start at all)
- ❖ [Kaz - e413] If you demater an overvehicle right before a LW gets on it, his comcard will get stuck in "..."
- ❖ [WildWolf21-e413] minimizing card scan windows cause vertical bar glitch
- ❖ [WildWolf21- e416]the command [skid.to.towerNum](#) in the commands log should be updated to ALSO display [skid.to.tower.Num](#)
- ❖ [WildWolf21- e416]the books and CDs in the bag are not there.
- ❖ [WildWolf21- e416]Aelita won't retrieve matercodes no matter how many times you'll try to do so.
- ❖ [WildWolf21- e416]the command virt.to.skid doesn't work

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- ❖ [Kaz - e413] If you start a game with "Aelita living on Earth freely", and you restart (without going to the main menu), she **sometimes** appears already in Lyoko (it's usually at the first attempt, but sometimes I need to restart 2-3 times).
- ❖ notfound:cmdlist_24
- ❖ Battle cam shouldn't display default layer (red blocks)
- ❖ Change Replikas navgraph load system (get rid of wonky navmeshAdd which lags, add dynamic graph load + unload)
- ❖ [Kaz - p985] LWs can't move in a replika (doesn't matter if they walk or use an overvehicle, they just stay where they are)

p988

GRAPHIC FIX

- ❖ Window corners gap

GAME-BREAKING FIX

- ❖ LW falling in upper part of tower if they used overvehicle before
- ❖ Save issue: keeps displaying startup onboarding popup
- ❖ [Kaz - e417] If there's no maze in Sector5 (or it's already deactivated), and you frontvirt someone to Carthage, an error is thrown
- ❖ When LW's on one vehicle enter the battle then the driver will normally start the battle, but passenger will not appear there
- ❖ [Kaz - e417] If you try to decrypt Franz's diary in a deactivated tower, 2 errors show up
- ❖ if the option for Aelita "Living on Lyoko" is enabled, we should not be able to start a new game with Lyoko off (warning exists but isn't on the right level)
- ❖ Guardian stuck and do not go to LW
- ❖ LW doesn't move on cmap (when free from blockers)

OTHER FIX

- ❖ End of successful triple diffvirt let one of the scancard window opens
- ❖ Player should earth code cd if aelita lives on lyoko enabled

Released on 2nd of May

Version 4.0.2

Various bugfixes + WayTowers moved to Vmap.towers

DESIGN ISSUE FIX

- ❖ [p989]TV volume can't be controlled with right mouse button anymore
- ❖ Way Tower Access codes are only available through materSim (which is one CD only available in aelita level 2)
=> pushed to tower accesses window : Vmap.towers, changed for vmap.toweraccess

ADD

- ❖ Add: aelita cocoon battle action (when earth code needed) - should give really strong defense
- ❖ Add: cmd frontvirt.stop to authorize cancel
- ❖ fifthSectorInterface readme info
- ❖ Bug report : add name/pseudo field (+playerpref save)
- ❖ Vsync option : Quarter refresh rate
- ❖ Add: new order debug display on lyokoguides

CHANGES

- ❖ [Kaz - e435] Using Carthage's interface, only materVehicles, virtWarriors and clones mater, should be forbidden
- ❖ More elevator abstract graphic lines added in elevator window (preparing for future 3D view)
- ❖ If timeAcceleration called, if all alerts resolved, rather than asking for mission completion, it will now automatically end its
- ❖ Add: debug group info on minicards
- ❖ Superscan texts updates (monospace, tmppro + fix weird >51)
- ❖ SatPlanification texts updates (monospace, tmppro)
- ❖ ReplikaSeaMap texts updates (monospace, tmppro)
- ❖ Reduce max number of megatank when attacking tower

REMOVE

- ❖ Regen variation in tower (shouldn't be bound to difficulty anymore, should always bring hp back to 100%)
- ❖ Paris shouldn't be available as possible replika supercomputer location
- ❖ [p971] Combo shouldn't be available with aelita if she doesn't have her energy fields

BATTLE FIXES

- ❖ [p989] After an RTTP with LW still in battle, LW still has battle commands
- ❖ [p988] 2 lw with confusion get in battle the advice in their comcard saying that they wont attack on first turn appears, but after Aelita had her turn they could attack instead of having to wait for monsters to attack first
- ❖ [Kaz - p989] In a battle, 1 overvehicle is missing if 3 are called
- ❖ The LW that engages the new battle with his overvehicle doesn't see the overv coming into battle
- ❖ 2-Group enemies only enters one by one in battle

BEHAVIOR FIXES

- ❖ Xanafied Aelita goes back and forth trying to destroy sector and attacking LW
- ❖ [WildWolf21-E410] Monsters do not split groups when a tower is activated (usually they split groups so that some of them guard the tower while the others go after the LWs...now they don't guard the tower)

- ❖ [WildWolf21-E425] No monster stays to guard activated tower, but it looks like they don't leave at the same time.

OTHER FIXES

- ❖ [p971] With simultaneous attacks off, XANA is attacking the core, and has activated a tower on Lyoko
- ❖ [Matrix - e397] Missing Polish 'ć' symbol in gunship font, missing 'ż' symbol in the date input font (+ other polish letters)
- ❖ [Kaz - e413] If you virtualize a LW to Carthage while it's being destroyed, errors show up.
When doing "virt.to.carthage", it'll throw an anomaly saying that the sector is not available, but it'll let you virtualize in there anyway.
- ❖ [p989] Matersim window of aelita should swap for s4 costume when we use them
- ❖ When no option saved, default vsync displayed (and target) on launcher should be corresponding to the one by default
- ❖ Changing quality on main menu doesn't get saved
- ❖ Changing quality in game menu should keep vsync choices
- ❖ [p971] Entering phone number doubles at the end / insert a number into the phone, if I click into the phone list, the number clicks again.
- ❖ [Kaz - p989] You can duplicate perm-xanafied LWs
- ❖ [Kaz - e421] If you reboot while someone is going up-down in a tower / changing sectors, they get stuck
- ❖ [p989] Hyperscan shouldn't be stopped by RTTP
- ❖ [p989] Elevator zoom after RTTP is broken
- ❖ [Kaz - e421] If you try to start a mission with the Skid in Lyoko, but no surface sector exists **the game softlocks in a black screen**
- ❖ [d380] Debug buttons doesn't trigger cmd returns
- ❖ [p988] after turning off computer and clicking to turn it back on, the camera snaps to the computer screen
- ❖ [p988] when turning off computer while carthage window gets big, when the computer turns back on, the carthage screen will be large
- ❖ [p988] energyStat -> gray text isn't centered in the box, unlike the green text
- ❖ [p988] when disconnecting from carthage while energystat is open, it causes a blank bar appearing bellow "virtual connexion" / same when demater skid (must not be expanded when doing it)
- ❖ Missing subtitles in franz diary audio decyphering
- ❖ [Kaz - e406] You can have the transf + link open at the same time if you click on "Analyze DNA" / "Exchange DNA" in the comcards while the transf bar is going up (since it auto opens the link window) - You can also trigger this by clicking on "Recover Data"
- ❖ [p971] Vmap camera movement not working at first click
- ❖ [p971] Vmap camera movement not working if the mouse pointer stays inside while locating element
- ❖ [Matrix - e410] Missing tower activating animation in superscan after using RTTP, while player has activated tower (no fill in). And when XANA attacks the animation is played like Xana is taking OVER a green tower
- ❖ -clic droit et ouvrir le menu aide ou liste de commande
- quand la fenêtre est ouverte à gauche, sortir de l'interface toujours en ayant le fenêtre aide/liste de commande ouverte.
-quand on est à l'extérieur, la caméra 3d (celle du labo) peut être bougée alors que normalement on ne peut pas la bouger.
- ❖ Liste entities prox of lyokoguides don't get cleared properly
- ❖ Vcom popup issue
- ❖ [WildWolf21-e425]typing sectors while the link window opens result in the mini windows cameras to freeze
- ❖ [Kaz - e425] "Identificator" overflows in the smap in Spanish
- ❖ [WildWolf21-e425]the negative sign is placed on top of the coordinates in the superscan window instead of next to the numbers
- ❖ [DG - d395] Need a scrollbar on the readme
- ❖ [WildWolf21-e425]the elevator window is missing the screen door(secondary door) in the elevator window
- ❖ [Kaz - e425] The 3rd slot of Aelita's battle actions still overflows in Spanish
- ❖ [Kaz - e425] Restarted a game right after doing a reboot and now it's spamming errors
- ❖ [Kaz - e425] The audio decrypt window throws an error
- ❖ [Matrix - e425] Unable to start the diary scene in Story Mode. AltG + x doesn't make "ż"
- ❖ [Kaz - e421] An error showed up when doing ("smap.route.<worldID>") near a hub when you just arrived by it
- ❖ [Kaz - e425] If you try to virtualize someone to Carthage while it's being destroyed, 3 errors show up
- ❖ [DG-e425] Tower regenFX wide issue
- ❖ [Kaz - e426] You cant attack a monster when you dematerialized an overvehicle the attack selection just becomes blank (when you're in 'monster selection' part
- ❖ [Kaz - e425] If you skip time right after doing "virt.exe" before the LW is actually virtualized, issues arise
=> shouldn't be able to skip time when there's someone in a scanner
- ❖ [Kaz - e426] You can get more than 6 monsters at the same time
- ❖ [Kaz - e435] If you run to a slope, while you're in mid-air, you start a conversation, you're stuck up there, and after finishing the conversation, Jeremie goes down again.
- ❖ [Kaz - e427] (Story) Chapter shows continuous 'devirtualize all LW' objective for early testers
- ❖ [Kaz - e427]LW falls through Arena if brought by transporter that has been called while the sector the LW was coming from is destroyed
- ❖ [p989] Fix: on closing window as minimized (not smaller), the relative center moves, as it can be seen on reopening

(STORY) AUDIO PASS

- ❖ Day and Night park soundscape
- ❖ [311] Fix : Door knock sound when no answer

(STORY) DIARY FIXES FROM EARLY TEST

- ❖ [Kaz - e378] Switching the language in the home menu doesn't update the diary language
- ❖ [Kaz - e435] PC Diary icon and "files" command open different windows with the same content. / Running the "files" command shows an empty window =====> files command shouldn't exist for PC in the first place
- ❖ [Kaz - e435] You can see the diary right after coming from the factory and before going to sleep
- ❖ [Matrix - e435] only numpad numbers can be used in Jeremy's diary window (issue for the whole game)
- ❖ [RocoGamer - e435] Jeremy desktop flashes - when you use the desktop in the Diary white flashes on all the screen

(STORY) REALWORLD FIXES FROM EARLY TEST

- ❖ [Matrix - e435] When we leave Jeremy's chair in his room we can see slight falling
- ❖ [Matrix - e392] You can't select any selectable building on cmap in Jeremy's pc. You can do that only through commands
- ❖ [Matrix - e435] SC's circuits are getting darker after placing them back into SC
- ❖ [Kaz - e435] "X" texture in the factory floors disappear from the distance
- ❖ [Kaz - e435] (story) Jeremie leaves the bridge cutscene / SC-going-up cutscene in the wrong orientation (keeping orientation from previous)
- ❖ [Kaz - e435] There's an invisible barrier right in the middle of the SC when it's closed
- ❖ [Kaz - e435] If you run down the factory stairs while being constantly close to the edge pointing to the river, once you arrive at the middle platform, you get stuck in here and you can't move anywhere
- ❖ [Kaz - e435] Jeremie's room camera go wild indefinitely if you press the down arrow in this door's corner. (=> new angle added)
- ❖ [Kaz - e435] Elevator camera go wild indefinitely if you press the down arrow in corners. (=> new angle added)
- ❖ [Kaz - e435] While you're in TPS in step1, it's raining outside, but in FPS in Jeremie's chair, it's not
- ❖ Dynamic sound and lighting positioning on storm fx
- ❖ (story) Add: bedroom sunset cam variation
- ❖ [Kaz - e435] Parts of the back of the factory render on top of the creature
- ❖ Fix : bridge middle seam + missing background wall
- ❖ [DG - d335] If standing too close to the corner, in the elevator, the camera clips part of the wall and lets see the elevator's tube
- ❖ [Kaz - e435] (Story) The vending machine room makes you lighter instead of darker during the night
- ❖ [Kaz - e435(Minor)] DG The first time you enter this area, the vending machine camera is also activated until you exit this area, while being completely out of its triggers. // [Kaz - e435] The first time you run near the vending machine building wall, the vending machine camera is activated for literally 1 frame - only happens the first time, it never happens again in the same game no matter how many times I try to get it.
- ❖ [Matrix - e435] At the end of Bastien animation he is jumping from end frame to the first one without reversed animation. The same thing happens while talking with him and Ulrich. The same happens with Jeremy in step 13 when he is talking with Aelita
- ❖ [Matrix - e435] in step15 of Story Mode during XANA's attack, mantas are protecting the tower when they shouldn't really be there (mantas are not discovered yet back then) could be tarentulas too etc.
- ❖ [Kaz - e435] If you skip the SC-going-up cutscene, after that you enter the SC lever view, you leave it and you come back to it, the game starts playing the "SC going up" sound and loops infinitely
- ❖ [Kaz - e435] After Aelita's animation when turning on the SC, there seems to be a short period of time where the actual game is shown, then it fades to white, and it's back to the game
- ❖ [WildWolf21-e435]when jeremy activated SC and just when she appears in the cutscene you skip the cutscene and go to the elevator,when you choose a level jeremy gets stuck near the controls and won't move at all
=> if cutscene is launch with FPS view, and that cutscene is skipped, latestController value will be kept as FPS, triggering player to block when exiting a popup from a tps view
- ❖ [WildWolf21-e435]On the login screen,using the backspace key to delete letters will always give an "error" sound (too strong)
- ❖ [Kaz - e435] (Story) 2 Kadic columns missing colliders at the laterals and the back (+do clean version)
- ❖ Add: Schoolyard arcades pillars needs full 3D geom + complete build art
- ❖ [Kaz - e435] (Story) The login is shown empty in the terminal in step8
- ❖ [Kaz - e435] (Story) You can rotate the gainOverlay item by dragging in any part of the screen instead of just the selection circle
- ❖ [Kaz - e425] (Story) Half of a poster in Jeremie's room disappears, depending on the position of the camera
- ❖ [Kaz - e425] (Story) An error is thrown after the creature cutscene in step15
- ❖ [Kaz - e425] (Story) Using hyperscan in Jeremie's PC throws 2 errors
- ❖ [Kaz - e425] (Story) "firewall" doesn't execute anything but it removes energy from the SC every time you run it (ONLY in story)
- ❖ [Kaz - e425] (Story) You can clip the camera through the vending machine area walls
- ❖ [Kaz - e435(Minor)] You can see Jeremie glitched while running towards the vending machine
- ❖ [Kaz - e425] (Story) A gray Jeremie is shown walking in step12
- ❖ [Kaz - e426] (Story) Getting close to door throws error

- ❖ [Kaz - e426] (Story) There's a black object in the air, you can see it from the vending machine corner
- ❖ [Kaz - e426] (Story) Mathias is T-posing in step12 + to retest
- ❖ [Kaz - e426] (Story) Fix: vending machine turn around - floor
- ❖ Missing bedroom window shadow
- ❖ [Kaz - e426] (Story) If you choose to "restart before the attack", you'll hear storm sounds
- ❖ Step12 We cannot hear schoolyardA day sound
- ❖ [Matrix - e435] we can still hear all interface sounds when cliffhanger cutscene starts
- ❖ Ulrich teleports on the wrong place at step15
- ❖ Blinking shadows in cliffhanger scene + to retest
- ❖ [DG - d397] Intro scene throws an exception as soon as it opens / actual render texture in mainframe
- ❖ City not lighting up properly on night, neither does bridge color change, day -> stormy might wasn't working
- ❖ [Kaz - e410] (Story) If you run towards the lab's ladders very close to the wall, the camera from the ladder is activated for 1 frame and then you can't activate it ever again
- ❖ (Build only?) [Kaz - e426] (Story) When using the elevator, it shows a dark blue texture and throws error to the console

Released on 23rd of May 2020

Version 4.0.3



Various bugfixes + Improved feedbacks

ADDITIONS / CHANGES

- ❖ New alert variation 'issueOn5thsector' rather than core attack when virtual shell is not connected
- ❖ Merge build adding/removing scenes to one continuous call
- ❖ Add: Virtual core hovering feedback
- ❖ Add: tower regen FX turned blue and also added superscan
- ❖ Energy change feedback in terminal window
- ❖ Automatically remove dots at the end of input field

FIXES

- ❖ English typos fixes pass by Deximus-Maximus
- ❖ French typos fixes pass by Viveras
- ❖ [Firestorm - p998] Green elevator lines and 2Dgraph can be seen in realworld view
- ❖ [Kaz - e427] After doing "tunnel.exe", while the "1-100 orange circle" animation is happening, you can spam "tunnel.exe" and it will keep removing 200 of your energy
- ❖ [Kaz - e427] Under certain circumstances, no alert is shown in a core attack
- ❖ [Ivan - p998] LW following through sector waytower path glitches back and forth entrance
- ❖ [Liviano - p998] In Realworld fps view, cursor stays after exiting bugReport
- ❖ [App24 - p998] Start New Mission screen shouldn't allow for radial menu to appear (+ rightclick should allow for backward value)

- ❖ [Matrix - e426] Missing translation for “Diary” in diary scene
- ❖ [App24 - p998] With Radial Menu open and clicking on a window will show both the circular cursor and the arrow cursor
- ❖ [App24 - p998] When radial menu is open, you can still leave the screen
- ❖ [App 24 - p998] Clicking on blank shortcuts at the top will run a command
- ❖ [App24 - p998] When closing phone, it will give a phone not open error
- ❖ [p998] The VS field that pops up on the map when a battle is present doesn't go away directly after RTTP
- ❖ [App 24 - p998] When the terminal is minimised, you can still type commands
- ❖ [App 24 - p998] Can still type when the SC is shutting down
- ❖ [J_Lovie - p998] Cocoon Aelita's Battle can be used despite no enough AP + doesn't display AP cost
- ❖ [App24 - p998] When opening the bug report while a bug report is being processed and sent, it will cause the game to break
- ❖ [App24 - p998] When opening carthage, after typing the password, and immediately shutting down the SC, when it is turned back on, there will be messages in the terminal
- ❖ Clamp the window position on maximizing, so they don't get inaccessible when resize in the lower side of the interface
- ❖ [App24 - p998] When opening the CD drive on the moment the program was gonna launch, the program will still trigger
- ❖ When radial menu is open, you shouldn't be able to type in terminal
- ❖ [Kaz - e427] If you quit to restart game while a tower is regenerating, it spams errors when restarted
- ❖ [Kaz - e427] Send an OV to Aelita right after destroying a sector (while she's falling off the tower); an error is triggered, and Aelita is stuck in the air until she wakes up.
- ❖ Readd `__MICROSPLAT__` && `__MICROSPLAT_TERRAINBLEND__` to scripting symbol defines

May 26th objective

- ❖ [WildWolf21- e416]the command `transm.shutdown.sector.TowerNum` will play the animation of deactivation even if the targeted tower is not activated in the first place
- ❖ [App 24 - p998] Core window animation keeps playing despite freezing frame
- ❖ [p998] Asteroid blue timer overflows
- ❖ [p998] If you reload Odd's ap and Odd is devirtualized via RTTP, Odd can not reload on his next virt
- ❖ [Kaz - e425] (Story) The superscan is taking energy from the SC (shouldn't in ch01)
- ❖ [Matrix - e426] Missing alarm sound while SC is rising up
- ❖ [Kaz - e435] The SC going up scene starts completely lighted instead of lighting slowly

EARLY PASS e435

May 28th objective

VCOM FIXES

- ❖ [Kaz - e435](story) If you come back to your room after deactivating the tower without devirting the LWs, you can talk with Aelita and have a very generic and untranslated conversation. (= attack blocker still not working)
- ❖ Weird chair pos on vcom step 13
- ❖ [Kaz - e435](story) After talking to Aelita in the SC, Jeremie is invisible for a few frames, and then he pops into the chair
- ❖ [Kaz - e435] Clicking on Aelita's vcom right after the conversation in Jeremie's room ends triggers an error (Step13 to 14)
- ❖ [Kaz - e435] (Story) In Aelita's vcom conversation, if you don't have any option selected and you hit “Enter”, the options disappear
- ❖ [Kaz - e435] (Story) You can open the visual while Aelita in step8, and it will show generic card
- ❖ [Kaz - e390] If you RTTP while you're having a conversation with Aelita, the Jeremie portrait + a black line stay + you shouldn't be able to start a new talk with aelita while rtp countdown
- ❖ [Kaz - e390] You can talk with Aelita while the SC is rebooting
- ❖ [Kaz - e435] (Story) Can't use Aelita's comcard at all in step15 (vcom still opened in PC)
- ❖ [Kaz - e435] (Story) You can close the vcom in step8 with “vcom”

OTHER FIXES

- ❖ [Kaz - e435] (Story) Jeremie floats in various conversations -stick to ground not working properly
- ❖ [Kaz - e435] In the HUD, we're unable to hover anything
- ❖ [Kaz - e435] (Story) Ulrich is shown as “In Kadic” in step15.
- ❖ [Kaz - e435] Camera moves forwards in a weird way at the end of the step4 cutscene -> should properly link to TPS cam
- ❖ Elevator cam issue - Screen to view frustrum error (round nearclipplane that was too low) or noise, removing all noise for now
- ❖ [Kaz - e435] You can use “hyperscan” / “smap” in ch01. You can also open the build window and start building the garage skid.
- ❖ [Matrix - e435] Lock access to quantum circuits issue
- ❖ [Kaz - e435] An error showed up when doing (“smap.route.<worldID>”) near a hub when you just arrived by it
- ❖ [App24 - p998] When there is a popup, such as an not yet available popup, or the mission window, windows sounds (inhib, hyperscan.. will continue to play)
- ❖ [Matrix - e435] we can still hear all interface sounds when cliffhanger cutscene starts

May 30th objective

- ❖ [Kaz - e435] (Story) link window throws clamp to window errors on various occasions
- ❖ Blinking shadows in cliffhanger scene (near clip value to check)
- ❖ [p998]starting mission on a random sector can choose a destroyed one
- ❖ [WildWolf21-e435]adding a LW to the diffvirt list then while the first LW is being scanned you add another LW will lead to an issue (steps)
=> you shouldn't be able to add LW while countdown is running and the cards scanning
- ❖ [Kaz - e435] (Story) Executing "energystat" / "visual" in Jeremie's PC will open the windows in the SC interface
- ❖ [Kaz - e435] The core window animation freezes every 4-5 seconds
- ❖ [UnchartedFairy - p998] Scyphozoa xanaifying the overboard instead of character
- ❖ [p998] lyokowarrior xanafied on replika, demater skid, it becomes lost instead of permanently xanafied
- ❖ [Matrix - e435] (Story) We can enter the interface too early
- ❖ [Kaz - e435] (Story) If you're fast enough, you can open the radial menu right at the beginning and the end of the intro scene
If you manage to click any of the options, errors are triggered
- ❖ Add: Close all anomaly windows on time skip
- ❖ [App24 - p998] When timing correctly, you can reboot the SC while shutting it down, this will produce the sound of the SC rebooting and the SC screen will get completely dark and then after rebooting it will go back to the normal screen when SC is off
- ❖ [App24 - p998] (reboot) If leaving the interface when the SC is booting up and then re-entering the interface, the mouse will appear before the SC is fully booted up
- ❖ Iris OpenSound
- ❖ If right clicking on the bottom of the screen to exit the interface, and wait until the full hud is deployed, and then release right click, it will exit you from the interface
- ❖ [App24 - p998] When first starting up the game, and exiting the interface before the SC is fully booted up, will cause the mouse to take a few seconds to appear, and the prompt to interact with the environment will not appear, though you can still interact with it

EARLY PASS e436

- ❖ [Kaz - e436] If there are no alerts left, and you use the clock to skip time (so it auto ends the mission), you'll be able to open the radial menu
- ❖ Build.overvehicle name should not be added to build list
- ❖ [WildWolf21-e436] minimizing the terrestrial window will cause its sidebar to glitch.
- ❖ [Kaz - e435] (Story) You can see Jeremie falling at the end of the turning on cutscene in step7 (from FPS)
- ❖ [Kaz - e436] (Story) You can diffvirt Lw while unconscious
- ❖ Ch01 Aelita shouldn't be able to destroy sectors
- ❖ [App24 - p998] When clicking and holding on the mouse and moving the mouse away from the clock, the clock will continue to be highlighted
- ❖ [Kaz - e436] If the "Earth trouble" is set to on, and you start a mission, the game usually softlocks in a black screen and throws an error
- ❖ [App24 - p998] When moving mouse when right clicking, it will cause the window hovering to have white borders This only happens when first right clicking on a window and then moving it
- ❖ [App24 - p998] When hovering over a thing near the bottom of the energystat and scroll quickly up the hover bar goes outside the window
- ❖ [Kaz - e436] (Story) If you drag the vcom window right at the end of the step13, and then click "Space" in step14, errors are thrown

June 1st Objective

- ❖ [App24 - p998] If Lyoko is not built at the beginning, the smap will still display there is 1 replika/lyoko
- ❖ [App24 - p998] If lyoko is not built at the start, the lyoko sphere is still there
- ❖ [App24 - p998] When entering a replika and clicking to show the skid controls, if done fast enough, it will show the skid controls, after a while they disappears
- ❖ [Kaz - e436] If you turn off the scanners during the diffvirt countdown, the LW will be able to virtualize anyway
- ❖ [WildWolf21-e436]typing skid.order.OrderName will output "skid subsystem added" and "unknown command" at the same time

REALATTACK FIXES

- ❖ [DG - d338] If you are zapped by the creature, when you wake up,
 - If more than one LW is available at that moment, they'll appear in the same position
 - you can't send them to scanners
 - if that happens in the elevator, the characters will also spawn out of the elevator rather than inside.
- ❖ [Kaz - e435] If you're in a floor, the creature appears in the elevator; and if you enter the elevator and you click another floor, you're hit by the creature. / If you wait until XANA hacks the gate, and while the creature enters the room you quickly get into the elevator and close the door=> you shouldn't be able to click to choose another floor
- ❖ [Matrix - e435] Energy particles on a ladder inside the lab even after deactivating the tower. Creature was in the elevator when the tower was deactivated.
- ❖ Lw rightfully xanafied if temp, when skid on replika destroyed, but it spams Xana IA related errors

EARLY PASS e437

- ❖ [p998][e435] I opened the phone, I freed the LW stuck, I closed the phone, I opened the cmap, typed "cmap.phoneloc", then clicked on the portrait of the LW I wanted to trackand then it's off in the distance. (resolution in e435)

- ❖ [Kaz - e435] (Story) There's a black line extending past Kadic walls
- ❖ Early mode -> step mode prev/back shortcut (F1/F2)
- ❖ [Kaz - e436] LW falls through Arena if brought by transporter that has been called while the sector the LW was coming from is destroyed

Released on 28th of May 2020

Version 4.0.4 - STORY MODE CHAPTER 1 - “Le Réveil de Jérémie”



Major story mode systems (cameras, movement, cutscenes, interactions...) + OS separation (PC Interface) + Remote programs + Real program installations backend + First Kadic realworld locations (story only) + IntroCredits Cinematic + RealAttack (story only) + Eyecatch transitions + KnockOut + KnockDoor + Folder window + Real Characters + Text Diary window + In-world Diary + Virtual Com window + Load Story progression

> [Details moved in changelog archives](#) <

OPTIM

- ❖ Broader chapter files exclusion in project Builder

ADD / CHANGES

- ❖ All above (recap in green)
- ❖ Proto story save/load menu
- ❖ MainMenu design updates
- ❖ New shutdown / rvp screen blocking effect

FEEDBACK FIXES

- ❖ [App24 - p1003] Doing sktrans while the skid does not exist, will give a "Skid needs to be docked" error, should say skid not created
- ❖ [App24 -p1003] Notifications are displayed above bug report screen

GAME BREAKING FIX

- ❖ [App24 - p1003] If connection to lyoko is off, and xana reaches 1000/1000 damages, the game does not end
- ❖ [App24 -p1003] If skid is under attack and the lyoko connection is turned off, it will continue to pop up with the alert that the skid is being attacked and there will be 2 popups every time
=>removed, no need anymore there's alert anyway
- ❖ [Flarex -p1003] If you wait for a Xana attack with the interface offline, after the attack starts, you gather the team you can't move camera
- ❖ [App24 -p1003] If after recovering the data of a lw in the frontier and not devirting them or revirting them and launching a rttp, in the clock window it will show they are on earth and so will the radial menu [...] => should be lost

VARIOUS INTERFACE FIXES

- ❖ [p1003] After carthage connexion, terminal doesn't automatically get back focus
- ❖ [App24 -p1003] Mission completed notifications shouldn't stack above each other
- ❖ When minimising the window that shows the damage xana has done, the bar moves to the right and up
- ❖ If Lyokoconnect is off, trying to enter hyperscan doesn't send error message

REALWORLD FIXES

- ❖ If starting elevator call right before cutscene, provoke various cam glitches. Elevator moves should be cancelled while cutscene starts (unless said otherwise)
- ❖ Tps pointer stays visible when opening realInteractivePanel

- ❖ Sc opening loops and can't get out of scRoom

EARLY PASS e441

- ❖ New english fixes pass from Deximus-Maximus
- ❖ Fix assemble screen issue

EARLY PASS e442

- ❖ [Kaz - e442] The save file text overflows
- ❖ [WildWolf21-e442]Story,Step7:typing jeremie in the login window will "auto press enter" while typing jeremy will force you to press enter
- ❖ [WildWolf21-e442]Story,Step1: diary issue when using interactable right before, can show a bubbleThought
- ❖ [App24 - p1003] LW dots dont appear in the elevator window
- ❖ [App24 - p1003] Taking a screenshot while outside the interface will hide the mouse and not show it again
- ❖ [Kaz - e442] The intro cutscene throws 2 errors, one at the beginning and the other at the end
- ❖ [Kaz - e442] If you watch the intro, everything will be uninteractable later
- ❖ [App24 - p1003] No window opening sound when lyokoconnectOff + try skip time WITH agenda's clock
- ❖ [App24 - p1003] When launching RTTP and shutting down the SC and turning it back on, the energystat will show that the RTTP is still taking up energy, even though the RTTP window is not open or running => should be blocked
- ❖ Date isn't right on loading from quicksave
- ❖ [ThomasStrpl -p1003] AffInfoAttaque GET COMBO NAME triggers when battling alongsideFranz
- ❖ [Kaz - e435] On restart, a lot of fog that isn't usually there appears in scanners
- ❖ Bastien not sit properly on first scene

EARLY PASS e443

- ❖ [App24 -p1003] When moving a window, you can still open the radial menu and move the window around if you go to the new mission window, you can still move the window if you keep the left button held down => you shouldn't be able to trigger radial menu if left mouse is being pressed alltogether
- ❖ [App24 -p1003] When releasing right click, the terminal window will go above every window
- ❖ [App24 - p1003] When closing an anomaly, before it goes into the message, it does the animation for closing the window and then the animation to go to the message, or it could not play the close animation, depending on when you close the window
- ❖ Add: Step3 redo cutscene
- ❖ Show protosave only if step 15 reached (and save in settings)
- ❖ Add: Early climb-from scanners to lab system / move master box
- ❖ [Kaz - e442] (Story) If the elevator is closing when the creature appears, the door forcing is stuck at 0%
- ❖ [UnchartedFairy - p1003]If Aelita is on a vehicle with an other warrior:
 - Scyphozoa doesn't do anything
 - => should attack other warrior
 - When the other warrior is killed, scyphozoa attacks AND xanafie aelita in the same time (overv hasn't been destroyed)
 - => battle should end

EARLY PASS e444

-- SundayBreak -- (lol)

- + When awoken in elevator, player cannot move
- ❖ [Kaz - e442] (Story) If you're inside the elevator in above situation, the creature won't attack you
- ❖ [Kaz - e444] If the creature appears in the lab, and you're near the ladder, it will never attack you
- ❖ [Kaz - e444] If the creature appears in the cathedral and you're fast enough, you can run away from it with the elevator => box should be electrified
- ❖ [Kaz - e444] If the creature appears in the scanners room, you can use the ladders to run away from it
- ❖ [Matrix - e444] Jeremy struggles to enter the elevator from scanner room
- ❖ [Kaz - e443] If you leave story mode during the attack, and then start a custom game, Odd appears as "Unconscious"
- ❖ [Kaz - e444] In step16, if you open the elevator and then start a conversation, the elevator will suddenly appear closed
- ❖ [Kaz - e436] (Story) The SC is more lighted in one of the ports. (It's specially noticeable when the SC is off, before turning it on)
- ❖ [Kaz - e444] If the Scyphozoa attacks an overvehicle with Aelita in battle too, an error is triggered and the battle freezes GetAttackNameIssue (scyphozoa tried to do massive/powerful attack against everybody else which she dooesn't have)
- ❖ Add : Jim working animation (umotion)
- ❖ Add: Realworld characters should avoid player when walking (add Ai agent obstacle to player)
- ❖ [WildWolf21-e443]the core of lyoko get destroyed a bit too fast
- ❖ [Kaz - e444] If you open the radial menu before the creature attacks you, it stays open the whole cutscene
- ❖ [Matrix - e444] Bastien doesn't sit before and while cutscene in step3 takes place. He starts to sit after it ends
- ❖ IntroScene autosize fix
- ❖ Remove minmax for pc

- ❖ Added new objectives
- ❖ Mówił typo fix

EARLY PASS e445

June 2nd objective

- ❖ [Kaz - e444] If you use Alt + Shift just when you end a game, a lot of errors are thrown
- ❖ [Kaz - e444] You can use Alt + Shift in a cutscene, and it'll desync the audio (if there's any) with the cutscene
- ❖ [Kaz - e445] Separated test and intro cutscene throws RVO simulator missing
- ❖ [Kaz - e442] (Story) Aelita shouldn't have "Decrypt diary" as an option in waytowers
- ❖ [Kaz - e382] (Story) There seems to be a (notebook?) glitched inside Jeremie's desk
- ❖ [Kaz - e444] If you spam right click after inputting the diary's date until the first paragraph appears, it'll stay (radial menu) open
- ❖ [Kaz - e444] If you spam left + right click after inputting the diary's date, timescale doesn't keep at 0
=> the cutscene will be zoomed in (it always should)
- ❖ [DG - d418] Corridor camera A trigger too far apart from the wall. You can skip it and break the camera
 - + Remove the use of smooth camera transition
 - + New end corridor camera shot

ART POLISH PASS

- ❖ Add : jeremy 2D anim
- ❖ Add : Park 2D shot
- ❖ [Kaz - e382] (Story) Milly's shirt glitches into her slightly
- ❖ Step14 cutscene force elevator to be opened
- ❖ [DG - d418] Help menu should close when starting cutscenes
- ❖ Notifications couldn't stack anymore

EARLY PASS e446

FIXES

- ❖ Step 2 character movement locked on end corridor
- ❖ Park Cutscene2D color issue
- ❖ [DG - d418] Missing wall dmGF (most noticeable during daytime)
- ❖ [Kaz - e444] If you're quick enough, in step10 you can open the CD tray, preventing proper install / issues cd step 2
 - + Forbid PC shutdown
- ❖ [Matrix - e446] Intro Credits cutscene throws NullReferenceException error on start
- ❖ [Matrix - e446] We can see character in Intro Credits cutscene
- ❖ [Kaz - e446] Intro cutscene freezes at the end
- ❖ [Kaz - e446] New-step cutscenes (like the one at the park) aren't being triggered instantly
- ❖ [Kaz - e435] The diary entry is missing in the folder in step13
- ❖ [Kaz - e445] If Aelita is alone in a battle with the Scyphozoa, an error is triggered in the Scyphozoa's turn

EARLY PASS e447 | p1011

- ❖ [Kaz - e444] In step8, the elevator window shows the elevator as closed, even though it's open
- ❖ [Deximus] Superscan : jeremie 'control' / 'jeremy' energy value
- ❖ Credits + Intro video credits update
- ❖ Add: exit interface tutonotification on pc

EARLY PASS e449

- ❖ [p1011] Step13 / Step4: cd already in the cd drive
- ❖ [p1011] Shouldn't be able to open build codes
- ❖ [p1011] When transferring unconscious LW without waking it up, it will say LW is heading to the scanners
- ❖ [p1011] Depending on screen brightness, suggested date might not be visible enough
- ❖ [p1011] you can shutdown the cooling of the SC in the factory and this will softlock the game, as you aren't able to open the vcom
=> you shouldn't be able to cooldown
- ❖ [p1011] Leaving the pc before the screen fades to black after inputting the correct date cause the mouse to be visible in the diary scene
- ❖ [p1011] notifications appear over the diary scene, can click on them and open the help window
- ❖ [Matrix - e449] Entering Credits throws error / [Matrix - e449] One of the points in Credits is called "Notfound"
- ❖ [p1011] opening a program in the SC will cause the program to also be open in PC (tested with scstatus)
=> not an issue, but missing remote feedback in this case, a new feedback is now here if you hover the window
- ❖ OnDiaryWritingComplete separated from OnDiaryExit
- ❖ [p1011] opening a window and clicking on the vcom while the window is over the vcom, will cause the window to be over the vcom in the meetup cutscene

EARLY PASS e450

- ❖ DormGF issues
- ❖ [Matrix - e450] One of the points in Credits has wrong name
- ❖ Diary writing onSave new logs

EARLY PASS e451

- ❖ [p1011] story : clone.lwname will give unknown command message and incorrect value message in the same time in STEP 8
- ❖ Step2 made compatible with prev step
- ❖ [Kaz - e444] If the creature hits you while the elevator is moving, while you wake up you see the elevator tube
- ❖ [Kaz - e444] if the creature can't find the player, it should go back up to lab level after some time
- ❖ if you're in the cathedral and run away from the creature by going to the *SC room*, you're softlocked down here -> rule : if player at superc level and command boxes are electrified, then creature should fast-forward appear + bubble though of Jeremy
- ❖ [p1011] typing transf.LW will give a message saying LW is coming to the scanners, even if he is in lure out mode
- ❖ Unlock lab hatch
- ❖ New PL font fixes (+re-import)
- ❖ [Matrix - e451] At the begging of bridge Jeremy stands
- ❖ Scanner and lab angle shots, scanner camera change

EARLY PASS e452

- ❖ [Kaz - e449] If Aelita is alone with the Scyphozoa in a battle, and the Scyphozoa uses the xanafication attack, the battle won't end immediately -> Even though Aelita's comcard says paralyzed and she's already being xanafied, you can wait the battle cooldown and Aelita will attack once.
- ❖ [Kaz - e435] Kadic walls have colliding textures in step12 cutscene
- ❖ [Matrix - e446] In step 15, elevator should stay open
- ❖ Lyokoconnect.off should be forbidden in regular story + **to retest**
- ❖ [p1011] after the first vcom, you shouldn't be able to open vcom again

EARLY PASS e453

- ❖ [Kaz - e446] If you load quicksave you can turn on machine again / and now the room light isn't turned on either
- ❖ [p1011] Add: writeDiary objective + writeDiary TUTO
- ❖ [p1011] Add: resolveAlerts objective
- ❖ [p1011] Add: Realworld Interact keys tuto E / SPACE / RETURN - interactReal TUTO
- ❖ [p1011] can sit in the armchair too soon in step

EARLY PASS e454

- ❖ Chair issue fix
- ❖ Add: Devirt help tuto when tower deactivated - devirtLW
- ❖ [Kaz - e370] Weather icon doesn't actually match current weather > replace with portrait anyway
- ❖ DeximusMaximus translation fixes
- ❖ Pictures for writeDiary/interactReal tutorials
- ❖ Add temp light on digipad of scroom
- ❖ [Matrix - e452] In step0 you can get CD out
- ❖ [Kaz - e452] If the creature hits you while the elevator is moving, the elevator sound loop will never stop

EARLY PASS e455

- ❖ [Kaz - e449] You can turn off the scanners in step 8 -> force scanner reactivating
- ❖ Try to remove some tuto (superscan)
- ❖ Add an objective: locateAelita
- ❖ Add bubbleThough on vmapOpening : towerNotFarAelita
- ❖ Alert tuto: add image + hover feature info
- ❖ Click to pass dialog

EARLY PASS e456

- ❖ Devirt help tuto doesn't show up
- ❖ Night corridor too dark
- ❖ [Kaz - e454] We can't use "E" for TPS interaction (it only works in FPS)
- ❖ Aelita animations polish pass / audiofilter pass
- ❖ Readme category title issue (75%) need textMeshPro
- ❖ Audio FR load issue
- ❖ Re-export rig
- ❖ [Kaz - e455] If you leave the SC room after opening the SC, but before turning it on; the game softlocks as the SC will stay down and you won't be able to turn it on

Released on June 6th 2020

Version 4.0.5

Realworld feedback Improvements, Chapter 1 Various Fixes and Changes, Custom game Various Fixes

GAME BREAKING BUGFIX

- ❖ Diary freeze randomly when finished (OpenSaveWindowDelegate) (can be triggered on restart)

FEEDBACK IMPROVEMENTS

- ❖ Add picture for exitInterface tuto / vcom tuto
- ❖ Door stepback blocker when entering bedroom at night should be placed before, in dorm entrance to let player recheck doors
- ❖ WriteDiaryOnPC objective should be added only when starting to walk in the room
- ❖ Tuto radial menu, better picture todo
- ❖ New objective prompt
- ❖ Remove as much un-learned commands as possible from commands list in ch01

CH01 CHANGES

- ❖ Temp kadic day music track added
- ❖ New night music from Azzu
- ❖ Faster debug skip (no fade)
- ❖ [s3rif] can get stuck on the backside of scanographes on the cables
- ❖ Added fadeStart on meeting aelita + new 2D shot + vcom animation clean pass
- ❖ Kadic shot update
- ❖ Cliffhanger shot update
- ❖ Clones issue in beforeRttp cutscene

CH01 MINOR FIX PASS

- ❖ French corrections (Appryl)
- ❖ English corrections (Javeh)
- ❖ [App24] Skipping cutscene when talking to someone will cause the talk prompt to not appear, but can still talk with the people
- ❖ [Kaz - e446] If you leave the factory in step6/7, Jeremie will have the wrong lighting
- ❖ [p1011] When going into the lab through the ladder in the scanner room after turning on the SC, after the cutscene, the camera will be focused on the elevator as if jeremie came through there, but then it goes back to being in focus on jeremie near the hatch
- ❖ City night/bridge coloring issue
- ❖ [p1011] when skipping the turning on the SC, the pull lever prompt still appears after skipping
- ❖ Sc disappear during cutscene
- ❖ Aelita vcom loop import error (HEVC Video Extension was needed on the computer)
- ❖ Lyokoc, "disconnecting from Lyoko" animation plays after all cutscenes
- ❖ Earth code button should only appear in aelita comCard when cd is inside supercomputer
- ❖ (Story) Remove 'limit' destination when carthage not discovered
- ❖ Cine: Reduce scanner exit audio volume

VARIOUS FIXES

- ❖ Entering numerical values for numerical commands that goes below or above int32 range capabilities gives errors
- ❖ [Kaz - e444] The transporter can pick up Franz but shouldn't
- ❖ Vehicles shouldn't be healing in towers

Released on June 11th (Windows)

Released on June 12th (MacOS)



Version 4.0.6

Kawa's Room, Changes, Various Fixes & Transm Fixes

ADD

- ❖ Kawa's Room
- ❖ Visual feedback on entering command in terminal
- ❖ 'Tutorial' note over tutorials notifications
- ❖ PC specific init sound
- ❖ Specific talk when trying to talk with a character inside closed scanner
- ❖ Push Dam as dynamic loadable content
- ❖ Support for pause menu on quickScenes
- ❖ Support for automatic cable effect in teleport
- ❖ Base data for futureFlash option

CHANGES

- ❖ Getting Aelita out of a tower should need a mission start. Since we can't send her LW in case there's something going wrong otherwise
- ❖ Ch01 Cliffhanger - environment improvement

REMOVE

- ❖ Unused strategies button

VARIOUS FIXES

- ❖ Player still getting stuck on some floor slopes (lab/scanner) with simple walk speed
- ❖ [Matrix - e450] We can hear creature sounds all the time in lab during attack
- ❖ [App24 -p1003] When selecting a random replika in the new mission screen, while not having any discovered, and switching the first option to anything, you won't be able to start a new mission, as it still says you haven't discovered any replikas and blocks the button
- ❖ If you have the help menu open, you can still press space/enter on an interactable object and the white ring still appear (no Interact)
- ❖ [Kaz - e446] In Story, if a battle goes on without your input (just wait until the LW autoattacks every turn), last slot of the attacks will stay
- ❖ Intro credits name fix
- ❖ Towerroad code issue, check with users (back to 6 characters)
- ❖ Yumi s4costume clone set fix

JUNE 27th deadline - DarkS3

TRANSM FIXES

- ❖ [App24 -p1003] When transmitting to a tower multiple times, energystat will continue to display 1000 energy taken by that tower
- ❖ [App24 -p1003] When transmitting to a tower that has been destroyed, it will say the tower is regenerating
- ❖ You shouldn't be able to transm to replika tower without skid

VARIOUS FIXES

- ❖ [Kaz - e477] You can get an error thrown if you follow these steps:
 1. Go to a replika and dock the skid there
 2. Do "transf.lw", "scan.lw" and "virt.to.tskid", but NOT "virt.exe"
 3. Make the skid leave the replika.
 Execute "virt.exe". The error is thrown.
- ❖ [Matrix -e471] (Story Mode) Graphical Error for factory in diary cutscene (fog was enabled)
- ❖ Y Support for FPS view swap
- ❖ [App24 -p1003] Can activate tower in carthage while not connected to carthage
- ❖ [Kaz - e483] If you play the room and then start story mode, and error is thrown and the chapter won't load
- ❖ If you play the room, (esc+leave) then start story mode, you'll appear in the lab and 2 errors will be thrown (step number reset issue)

- ❖ [DG - p1009] Can type in the terminal while the popup is open
- ❖ [Kaz - e479] (Story) When entering the SC lever FPS view, we're not looking at the lever anymore (pitch seems to be = 0)
- ❖ [Matrix - e471] During first talk with Aelita (FirstQuestions cutscene) Jeremy's sprite is too low
- ❖ French string 'resolveMission' fix

e487

- ❖ [App24 - p1003] When clicking and holding on any of the icons on the lower half of the clock window, and moving the mouse away will cause the icons to continue to be highlighted
- ❖ [WildWolf21-e452] TV isn't synced with the XANA attack (the tv shows a XANAFied armor attack while in reality it is a meteor attack) (as of now happened only once with these exact attacks only)
- ❖ Bug submission translation is in french
- ❖ [Kaz - e452] If you do "transf.ulrich" and then "transf.franz", the transf bar will loop indefinitely
- ❖ Carthage tower transm should automatically be shutdown when shell disconnected
- ❖ [WildWolf21-e487] even though there is an activated tower the superscan just opens and tries to search then closes.
- ❖ [Kaz - p1030] (Minor) In Spanish, the name "Jeremy" is missing the uppercase when a LW is trapped in a scanner
- ❖ [Kaz - p1030] We can't transmit energy to a single tower (we can select the tower, but "transm.exe" doesn't work)
- ❖ [App24 -p1003] You can shutdown transm in replikas using transm.shutdown.all, without having skid in the replika => transm should shutdown automatically when skid disconnected from tower in the first place
- ❖ Xana command Feedback update
- ❖ [DG - p1030] Tower-targetted virtualization broken
- ❖ [WildWolf21-e449] Scyphozoa can attack the skid even though the combined energy transmission in in cooldown mode (thus not being able to skip time or defend the skid)
- ❖ Folder save - use new paradigm : 40X rather than 40num
- ❖ [Kaz - p1030] If you load the fake save, the "tutorials" text will appear, but with no tutorials
- ❖ Export translations

e490

- ❖ [Room] Collision issue
- ❖ [Room] Enable inventory in radial menu (+retest)
- ❖ [Kaz - e490] You can continue a conversation while the "skip popup" is open.
- ❖ Rare buttonItem error on opening inventory

Released July 11th



4.0.7

Optim, Various Fixes, Room Fixes, Reboot Fixes, Manual Skid-Tunnel Opening, Sounds Fixes, Vmap Fixes

CHANGES

- ❖ Improved bug report auto naming
(+ remove additional screenshots sent when multiple reports in a same game)
- ❖ Submit popup design update
- ❖ New PupitreInfos as dynamic scribable object
- ❖ RealInteractionPanel uniformized to UI Overlays
- ❖ [App24 -p1003] Due to the final dot being stripped, f.num. does not clear the shortcut anymore, gives unknown command message
=> replace with new specific command : f.clear.num

- ❖ Added: transition Info debug

OPTIM

- ❖ Load OsStartupBar on demand and destroy
- ❖ Clear TransLG camera when transition windows
- ❖ Make LeaveInterfaceZone as unique widget to realWorldCanvas

REMOVE

- ❖ Weird auto opening of tunnel with skid (when entering passage to carthage from surface sector)
- ❖ Launcher screen choices giving access to higher than 3840x2160 resolution
- ❖ Launcher screen choices giving access to lower than 1024x768 resolution

ROOM FIXES

- ❖ Entry collider missing
- ❖ Can get stuck in upper part of village / Can get stuck above a chest (soldatShaille)
- ❖ Room Book content issue (not easily open-able and should be blank)

VARIOUS FIXES

- ❖ Player can get stuck in lab/scanner circle floor when walking
- ❖ [DG - whole 40X - target 41X] When you try to skip time on the clock with LyokoWarriors unsafe on Lyoko (out of a tower or the Skid), a popup says that "Unavailable: LyokoWarriors out of a tower or the Skid" => should be changed or directly removed and replaced by the "alerts left" one.
- ❖ [App24 - p1003] LW can be virted using the mission screen if there's not one scanner on
- ❖ [Matrix - e450] Language doesn't change in Credits when we change it in settings. It changes after restarting the game
- ❖ [App24] Closing firewall will cause the line in the terminal input to appear, as if you pressed enter with the input empty
- ❖ [App24] If a lw is forever lost and you fast forward time, cmap.phoneloc will show they are in kadic
- ❖ [App24 -p1003] Reporting while in fps view will cause the mouse to not be centered and not interact with anything
- ❖ Clearer feedback when you can't transfer - if it's because link window is opened, it should state about that rather than generic warning
- ❖ Wait attack with fps view will cause the mouse to not be centered and not interact with anything on getting out of phone fullscreen
- ❖ [App24] Command list shows you can type the replika core name in the terminal to open the core window for that replika => remove
- ❖ [Guydirectionerw] Typing RTTP exe while it's in grey state will give a wrong return of "procedure not initialized"
- ❖ [App24] Bounding box too big for energy remaining text on terminal, allowing to open energystat even if mouse is not over the text
- ❖ [App24] Clicking on the create mission screen, and then right clicking it will open the radial menu
- ❖ [App24] If moving a window while holding down right mouse button and letting go of it, and keeping left mouse button held, when mouse is stationary, the white border around the window will disappear, but when moving mouse it will re appear <https://streamable.com/wqb436>
- ❖ [WildWolf21-e449] Audio: in the help menu, clicking on every tab will give a "click" sound..except for the "frontier and materialization codes" tab it doesn't give a sound.
- ❖ [App24 -p1003] When scanning someone and turning off the connection to lyoko, the scanning sound continues to play
=> those sounds should be bound to side-card window
- ❖ [App24] Carthage core animation continues to play when insert cd pop up appears <https://streamable.com/nruoye>
- ❖ [DG - d458] The vcom's "see you soon" message does not play (the animation works, but the audio and subtitles don't appear)
- ❖ Update video format
- ❖ [App24] If closing carthage window after inputting the password, the window will close but then it will expand to the size that it normally does after inputting password (possibly happens to replikas if we were able to quickly close their core window)
- ❖ [App24 - p1003] If the password for a virtual shell is too long, it may not fit in the password rectangle
=> reduce to 8 letters max and modified longer passwords

REBOOT / CD FIXES

- ❖ [App24] Using the reboot CD, when the SC shuts down the "Cant use this while the SC is turned off" text appears, and when the SC turns on, the cd program opens and tries to run the CD again <https://streamable.com/8dp57e>
- ❖ [App24] Booting up noise doesn't freeze when opening up item selection popup <https://streamable.com/uyzign>

TUNNEL FIXES

- ❖ [WildWolf21-E410] When the skid leaves sec5 without opening a tunnel then it enters sec5 again from the same tunnel,the data flux of the tunnel will be disabled and it won't get activated again when you wait.(deactivated forever)
=> player should manually open tunnel in both ways
=> display specific request
- ❖ [App24] If turning off the SC when opening a tunnel and restarting the SC, the tunnel will be taking up energy even though its not opened, and you wont be able to close or open the tunnel you were opening before shutting down / You can return the energy it takes by opening up another tunnel and closing that one, however, you still wont be able to open that tunnel
➤ same happens when rebooting

VMAP FIXES

- ❖ When LW gets off overvehicle, it will store the location they were going, so when they get back on the overv, their destination will be set

- ❖ If LW on overv starts to be xanafied in the air, character and scyphozoa should be teleported on land, just like guardian does
- ❖ Guardian/Scyphozoa : only do the teleport if needed, and add a warning window 'lw attracted to land by creature' if the vmap is opened on the same sector - minus 5 due to overv -> to fix
- ❖ [App24 -p1003] When destroying a sector with a LW riding an overvehicle inside the tower aelita uses to destroy the sector, the line that connects the LW tag and the LW will be connected to a far away place <https://streamable.com/f4nz35> <https://streamable.com/vydyphk>
- ❖ Spam vmap locs tends to softlock vmap location system
- ❖ [WildWolf21-e442]locating a LyokoGuide via command/button won't cause the text to appear unless you press the button(like the blue sphere in the superscan)twice

e500

- ❖ [Kaz - e500] An error is thrown when starting story / custom, and it won't load the game.

e501

- ❖ [Kaz - e502] Opening the mission menu / inventory / CD tray (basically, anything that pauses the game) throws an exception, and the game stops working properly

e504

- [Kaz - e504] The "Leave the interface" prompt in the PC shows a black rectangle
- [Kaz - e504] The interface frame and the chair are black
- [Kaz - e504] On Scyphozoa grouping, LW stays in transitionGroup

e505

- ❖ [Kaz - e504] If you take the elevator from the SC room to the scanners, Jeremie "jumps" once it arrives at the scanners room
=> Floor slope collider needs to be cut properly
- ❖ [Kaz - e504] The Scyphozoa TP isn't working properly in some aeras

e506

- ❖ [Kaz - e504] If you transfer a LW (only transfer, no scan), and then use <devirt.LW>, he'll get sent to the frontier
- ❖ [Kaz - e506] EndBattle SetAlternate Objective error
- ❖ [Kaz - e506] An error is triggered in the link window by following precise steps
- ❖ [Kaz - e506] You can open the radial menu during the "Tower activated" popup and the "Gather the team" screen
- ❖ [Kaz - e506] If you spam cmap.phoneloc, only part of the phones will be shown
=> + select sequence one by one
- ❖ [App24 - p998] If vmap is focused on skid and the sector is destroyed (not replika), it will put the camera on the view of the five sectors, instead of keepin the camera on the skid
- ❖ [Kaz - e444] If LW is under supersmoked while at a sector edge, and you call the transporter, it will pick up LW but it'll disappear from Lyoko (won't be in the sector edge or in Carthage) => it should save the lw from supersmoke, xanawarrior left alone

e511

- ❖ *Mac -> mp4 multiscan video conversion to do*
- ❖ *Fix more build enums*

e515

- ❖ Cineshot ch01 meetAelita - fix jeremy shadow
- ❖ [Kaz - e506] 2 errors are thrown if you virtualize a LW to the **Skid** while Carthage is disappearing (core already destroyed)
=> frontrevirt can't pick a random surface sector, it should fallback to carthage, for when carthage is recreated
- ❖ Handle frontRevirt case -> currently LW can end up in front if virt / lost on carthage being destroyed
-> their default frontrevirt sector becomes 'carthage once rebuilt', but they can't be saved in that time
-> so that particular case should lead them to be directly lost rather than front
-> add readme note
- ❖ [Kaz - e443] If XANA-William kidnaps Aelita near the Forest T1, they'll get stuck *inside* the floor at some point
-> fix forest2 collider & remap pathfinding

NEW GIT-SYNC FREE PROCESS. Direct PlasticScm to Unity Cloud Build

<https://forum.unity.com/threads/plastic-scm-support-now-available.930651/>

e518

- ❖ [Kaz - e518] The mouse cursor disappears in the "Gather the team" screen

e519

Released on 25th of July 2020