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About This Game

Clock Simulator is a minimalistic rhythm game. It puts the player in the role of the clock itself to explore the concept of time in a whole new way and offer challenge, relaxation, or plain and simple fun. All that a clock needs to do is to advance precisely once every second. Second, after second, after second, after second... Sounds simple enough? But could YOU take over and do it? Calm down. Relax. Focus on your inner rhythm. Click once a second. Every second. You are the clock.

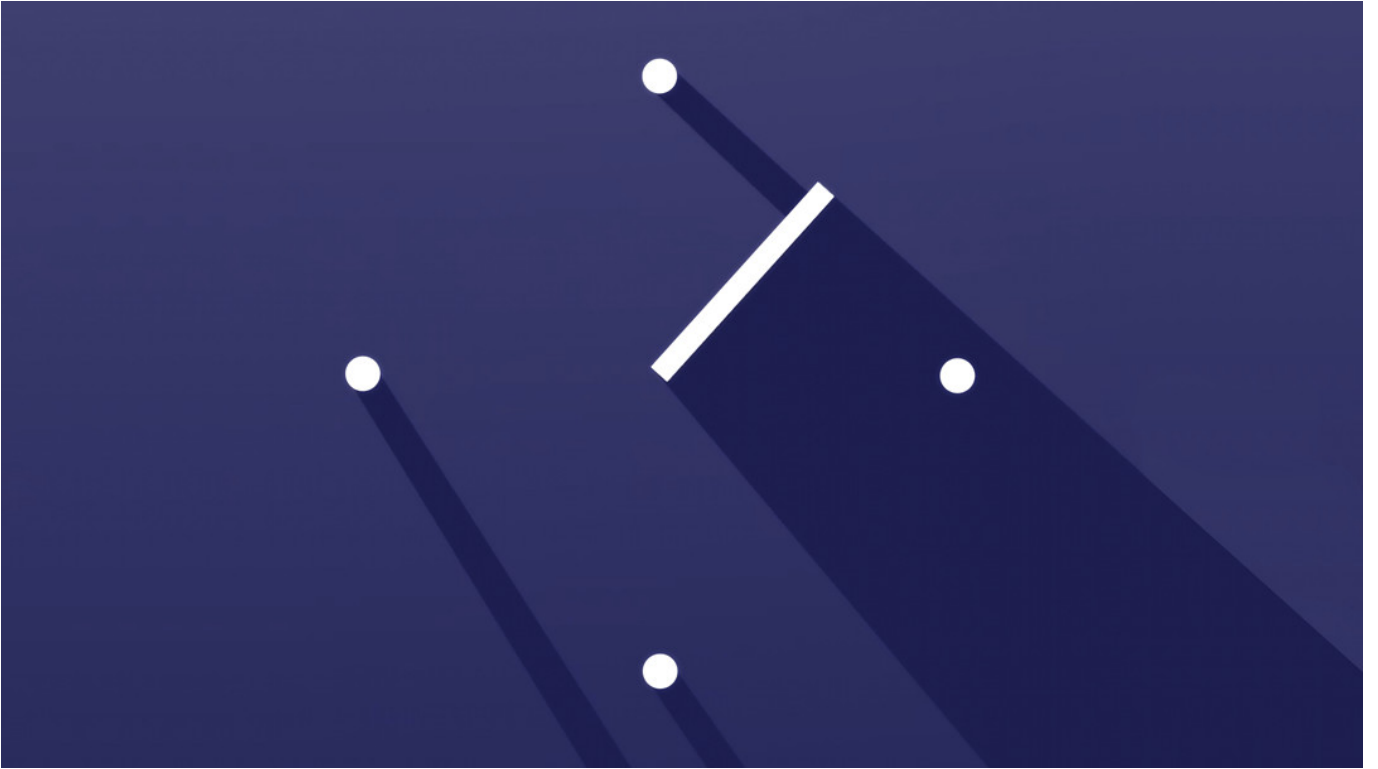
Clock Simulator offers:

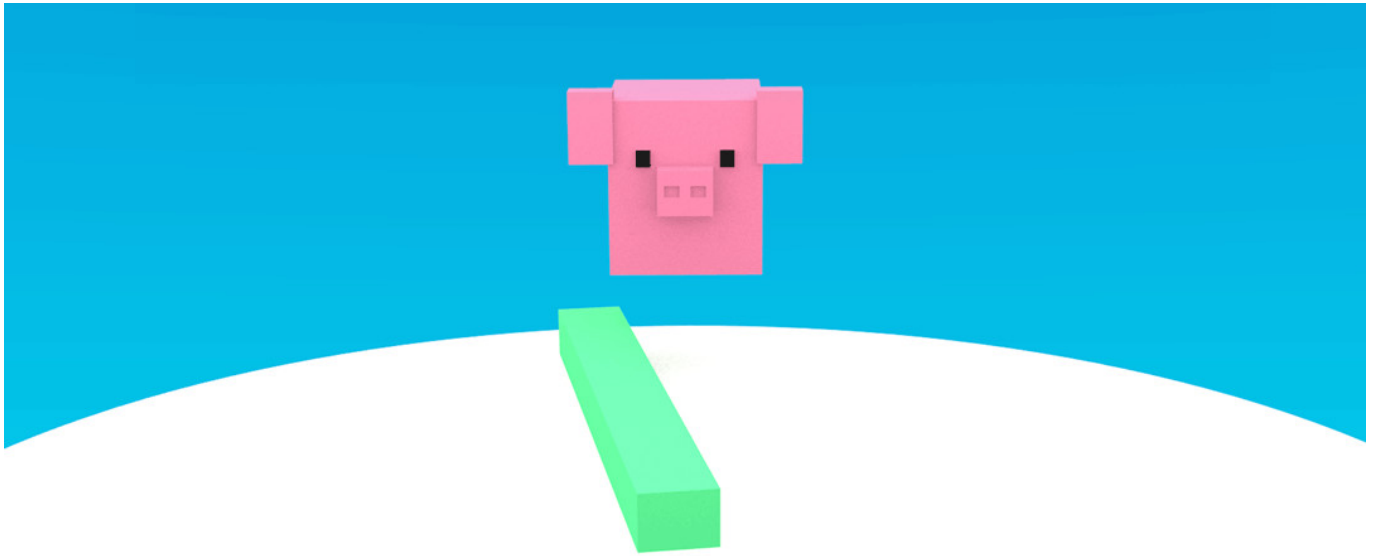
- A unique concept of a clock-based rhythm game: you are the clock
 - Controls so simple you could play with your eyes closed
- A variety of play modes and themes ranging from meditative to arcade
- Option to unlock modes and themes you enjoy to play them at your own leisure

Title: Clock Simulator
Genre: Indie
Developer:
Kool2Play
Publisher:
Kool2Play
Release Date: 20 Jul, 2016

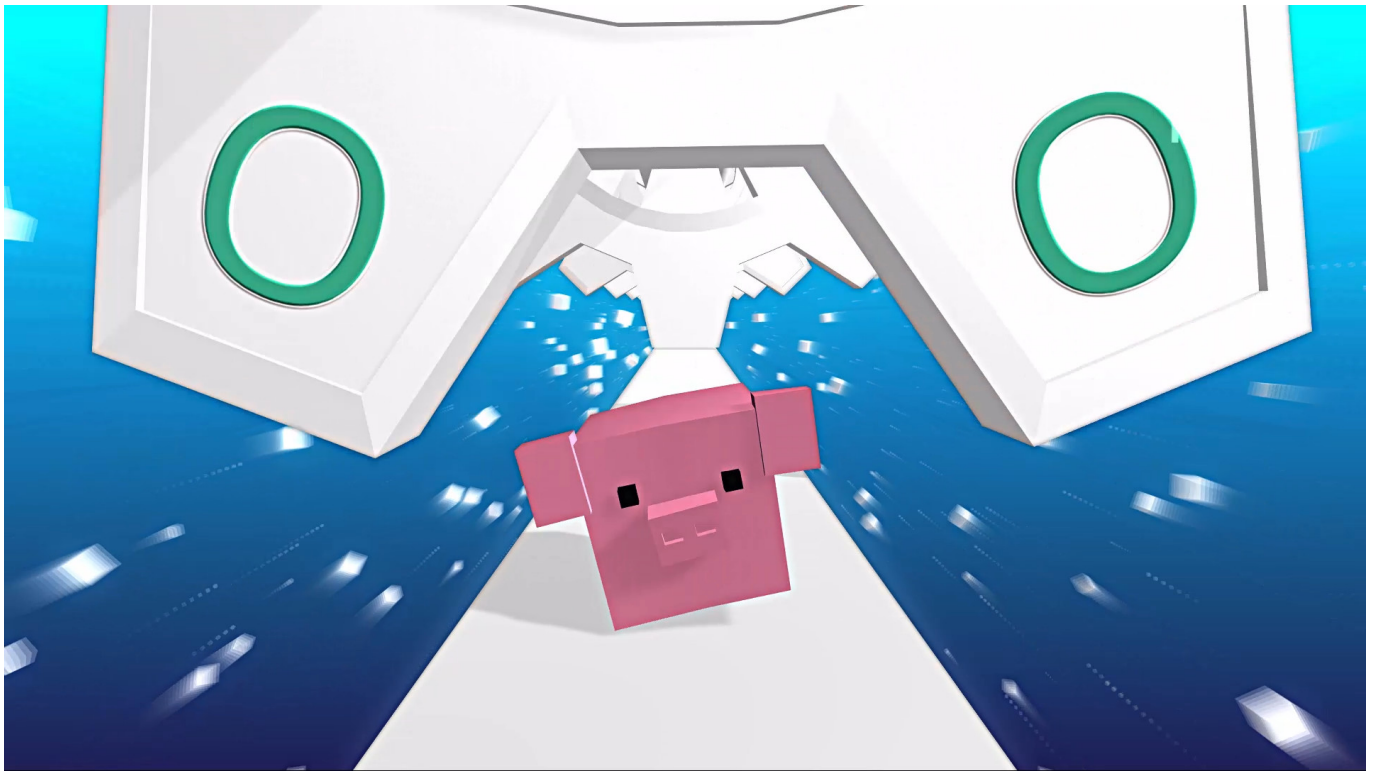
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English,Polish,Russian,French





A variety of play modes and themes ranging from meditative to arcade



clock simulator steam. ptp clock simulator. alarm clock sunrise simulator. sand clock simulator. clock watchdog timeout pc simulator. clock simulator game. alarm clock sunlight simulator app. vetinari clock simulator. simulation clock models. digital clock simulator. alarm clock light simulator. avr simulator clock speed. alarm clock dawn simulator. pc building simulator clock. virtual clock simulator. alarm clock sunlight simulator. mechanical clock simulator. shot clock simulator. nixie clock simulator. grandfather clock simulator. clock simulator nintendo. clock divider simulation vhdl. doomsday clock simulator. clock cube simulator. simulation clock generator. pc simulator clock watchdog timeout. clock gear simulator. analog clock simulator. rubik's clock simulator download. pc building simulator clock interrupt. alarm clock simulator app. on the clock draft simulator. simulator io clock. clock circuit simulator. interactive clock simulator. time clock simulator. pc building simulator clock watchdog timeout. clock simulator nintendo switch. ticking clock simulator. clock simulator achievements. clock simulator python. prague clock simulator. astronomical clock simulator. world clock simulator. clock simulator. rubik's clock simulator. clock simulator free download. chess clock simulator. clock simulator online. atomic clock simulator. wealth clock bee simulator. clock simulator switch. clock cycle simulator. clock simulator review. clock simulator c++

It is not accurate, It is 0.03 seconds off a real second.

Penkura Patch 0.1.1.4.3:

Dev-Com.

In patch 0.1.1.4.3 we focused on the map system, improvements to camera rendering and tweaks to animations, UI, Sound. Playable area in Penkura is getting larger and larger and with soon to be added new biome that will dramatically increase playable area we needed to improve the map system with much-needed markers/pointers.

We are still improving camera shaders and save system hoping to speed up the game even more without loss of any graphical quality. Game should be much sharper less blurry when moving at high speed and most of all, it should load/save faster.

And as always, for more information about the updates, progress and known bugs please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

Patch 0.1.1.4.3

BUG FIXES:

- Location text, time text, and Status text (appearing in key events) slow down the game till it disappears.
- On rare occasion, an incoming message window didn't disappear after the end of the call.
- 3D map can't be interacted with if we interacted with any 3d user interface such as MMC or CCC.

IMPROVEMENTS/CHANGES/ADDITIONS:

- Map system will now show each discovered point of interests.
- Markers in the map system will now display their name when hovered over.
- Map system will now show each OWNED bots/drones.
- Added legend to map.
- Update to object highlight system (improved system should showcase object name much more clearly and display an icon showcasing what effect will be done to the object)
- Improvements to camera render and antialiasing (objects, particle effects, and light effects should be much sharper putting fewer strains on the eyes)
- Player and points of interest markers now show their correct name when hovered over.
- Points of interest adjust marker icon depending on type.
- Points of interests text and animation adjusted to the new optimize system.
- Save system will now check if any points of interest were discovered and save properly.
- Added animation and graphical improvement to call message.
- Added sound informing the player of an incoming message.

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- Player request changes to tutorial message font. (bigger and easier to read font)
 - Added animation to the tutorial message window.
 - Dialog system NPC text will now estimate the speed of the voiceover and implement speed according (for performance sake this effect have a small power in the background calculation which may lead to text becoming slightly faster or slower)

-----, **Penkura Patch 0.1.1.3:**

Dev-Com.

Patch 0.1.1.3 introduces our new audio control system "LionsRoar". It allows us to add more music and ambient to Penkura which changes its volume and type based on player location, and time of the day.

Main changes and over 70 of them are made in our background code, hitches appearing in Penkura every few dozens of seconds should be significantly reduced, allowing for a more smooth experience.

And as always, for more information about the updates, progress and known bugs please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

Patch 0.1.1.3

BUG FIXES:

- Trees spawn in the rocks.
- Tunnels Type X and T didn't blend lights correctly.
- Buildings didn't optimize lights and shadows if a player takes control of a bot.
- Tunnels Type T and I Windowed didn't provide oxygen.
- After taking over a bot, highlighted object name flickers on the screen.

IMPROVEMENTS/CHANGES/ADDITIONS:

- Implementation of "LionsRoar" audio control system.
- Buildings can now effect Ambient and Music.
- Locations such as Caves can now effect Ambient and Music.
- Playable Levels will now affect Ambient and Music based on time of the day.
- Added Music for Cave Systems.
- Added Day/Night Music to Karenos.
- RTS mode activates "LionsRoar" to set proper music / ambient.
- Taking over any bot or returning to a player, activates "LionsRoar" and checks their environment to set proper ambient/music.

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- Volume adjustments to large gates.
 - Graphical update to atmospheric colors and density.
 - Minor Graphical improvement to Ore Extractor.
 - Update to foliage render range.
 - Over 70 changes to background calculations and garbage collection (should significantly reduce the number of hitches in the game).
 - Improved Foliage Spawn system (tree won't spawn inside of rocks, boulders or mountains).
 - Light and shadow adjustments for better performance and small graphical improvement to clear out minor shadow errors.

----- **Penkura Patch 0.1.1.4:**

Dev-Com.

Patch 0.1.1.4 introduces new 3d interfaces systems, new satellite base map system, new buildable buildings and most of all system written from the ground up to prevent RTS related errors appearing on weaker machines. Currently, all 3d interfaces (such as MMC, CCC, Computers, Tablets) are simulating detailed behaviors found in the real world. Screens fully remember your last activity such as mouse pointers left in a specific place or last seen page. These changes are not only made for immersion sake but also to prevent problems with interfaces not receiving correct mouse position and/or buttons not being triggered by the left mouse button.

And as always, for more information about the updates, progress and known bugs please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

Patch 0.1.1.4

BUG FIXES:

- Door button won't activate in the storage room (in introduction level)
- Main Menu screen stays on the screen after load.
- Frame drop at the end of the crew quarters corridor.
- On rare occasions, the cursor didn't react on 3d interfaces if the game was launched in windowed mode (detected on Windows 7, not seen in any other OS)
- RTS UI stayed on screen if the player loads the game while being in the RTS mode.
- Tunnels I, X and T build hologram was placed inaccurately when hovered over "Bounding Arrow"
- Atmo. Airlock build hologram was placed inaccurately when hovered over "Bounding Arrow"
- Some of the sounds are not affected by the audio settings.
- Buildings on rare occasions didn't spawn plugs or stairs.

IMPROVEMENTS/CHANGES/ADDITIONS:

- Map System added to the project.
- The cursor on 3D User Interface isn't any longer System Base but rendered directly in the game.
- 3D UI based cursors will now stay on the screen where it was last left by the player.
- Every 3D UI is now on separate trace layer. (Player Input should never be ignored by any other collision or trigger)
- Interaction modification to all 3D based interfaces (MMC, CCC, Computers, Map)
- CCC stops and resumes stats calculation depending on if the player or bot is close enough to actually see needed information. (minor performance boost).
- CCC Bot preview graphical improvement.
- RTS Building and bot preview graphical improvement.
- Buildings plug system is rewritten from the ground up. (should prevent the system from not spawning correct plugs when no other building is connected)
- Render adjustments to object (building and bot) preview system (minor performance boost when previewing objects in RTS, CCC, Character View)
- Player Icon added to the map system.
- Map System is set dynamically by beacons set by player and ones already place in the game.
- Player Icon is dynamically set on the map based on Beacons location X and Y.
- The map can be zoomed out (if the tablet detects that the map is bigger than the screen printed on) and zoomed in.
- Visual update to the skybox.
- Karenos level clean up (slight performance boost).
- Introduction level clean up (slight performance boost).
- New points of interests added.
- Tunnel I Windowed, and Tunnel T Windowed added as buildable objects.
- Two new buildable blueprints added.
- Terrain collision improvement (Player now will be able to more easily enter and leave caves)
- Adjustments to game "on move blur" and to "distance blur effect" (for players that reported motion sickness)
- Continue button now appears only on the main menu level.
- Visual update to Atmo. Airlock build hologram.

----- **Penkura Patch 0.1.1.4.2:**

Dev-Com.

Update 0.1.1.4.2 focuses on the player requested feature of adding Voiceover volume slider. Each voiceover from the dialog, special events or direct message is now controlled from the main menu.

We are also working on graphical changes to camera shaders, visually the difference should be minor but the new way of calculating graphical effects on top of the in-game object should improve performance.

Patch 0.1.1.4.2 also introduces our P.D.R system (Point Direct React), this system opens the door for proper implementation of world reaction toward the player.

We will introduce the first features of this system in the upcoming patch.

And as always, for more information about the updates, progress and known bugs please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

Patch 0.1.1.4.2

BUG FIXES:

- Footsteps volume slider didn't update the footsteps sound effect.
- Asphyxiation didn't take any health points.

IMPROVEMENTS/CHANGES/ADDITIONS:

- Added P.D.R system (Point Direct React)
- Improvement to Camera Shaders (minor graphical and performance boost)
- Added one footstep sound effect to every footstep variation to increase sound randomness.
- Added Voiceover volume slider in the main menu.
- Improvement to sound blending. (Ambient sound should not get silent if too many other sounds are present at the same location/time)
- Minor adjustment to the player marker on the map to make it more visible.
- Minor graphical improvement to "Object Name Interface" on hover. (Object names should be more readable)

----- **Penkura Patch 0.1.1.6:**

Dev-Com.

Penkura patch 0.1.1.6 is one of the key patches that will allow us to greatly improve our game world. The moment we added new zones to the game increasing playable area by over 300 %, we started to notice problems with every AI-controlled system.

Not only there were massive performance spikes but also most of the AI controlled being stopped working correctly. Now we are introducing completely new AI that will be able to self calculate area around itself depending not only on the player position but also by the current situation (adjusting accordingly).

We are also testing a new way of AI communication which will be similar to a hive mind, one mind to rule them all which drastically increases performance.

And as always, for more information regarding the latest technical support, patches, and updates please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

Patch 0.1.1.6

BUG FIXES:

- Spawners didn't spawn Tier - 1 beings on the map because of the map size and inability to properly calculate world terrain. C.F.S (Crash Freez Shield) system disabled mobs to prevent background looping.
- Tirix Fusion Power Plant manual reset station didn't print correct information when hovered on buttons and lever.

IMPROVEMENTS/CHANGES/ADDITIONS:

- Added the first version of self-adjusting AI to the project.
- Changed AI calculation system from self-depending calculating system to a hive mind system dramatically improving performance on open world locations (One mind to rule them all).
- AI will now detect other near AI and "borrow" their terrain calculation to save CPU when calculating movement routs.
- AI will now map area around itself depending on the player location rather than the entire map.
- AI will spawn and despawn itself to improve performance depending on player position around the map and locations of closes spawn points.
- AI will interact with the player and lose interested if certain conditions are met.
- AI will adjust self-health and self-resistance depending on possessed being.
- Player, Bot, and AI are on different trigger layers to make sure triggers activate only when needed.
- Improvements to foliage render should prevent sudden popping of different level of details, unnatural specular (when no light source is located nearby) and re-rendering the same foliage twice (small performance boost).
- New highlight and object classification system. Object registration is now over 400 % faster. (small performance boost).
- Adjustments to highlight image effect.
- Added Ambient sound to Power Storage when activated.
- Changes to building classification. Building are now classified as (Main Structures),(Support Structures),(Defense Structures) and, (Misc).
- Buildings in the RTS system are now displayed under new classification.

----- **Penkura Patch 0.1.1.4.1:**
Dev-Com.

In this update we are fixing entire hand to item logic, this should prevent any UI or "Interactive" object interfere with items in player hand.

We are also adding Power Storage to a buildable object, this addition will allow us to introduce a major balance to Power and Oxygen the for entire game in the upcoming patch.

And as always, for more information about the updates, progress and known bugs please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

Patch 0.1.1.4.1

BUG FIXES:

- Map can be used when storage UI is active.
- Map can be used when in Main Menu.
- Weapon can be holster/reloaded when in storage.
- Weapon can be discharged while in Main Menu.
- Items that can switch their function can be activated while in storage, main menu.

IMPROVEMENTS/CHANGES/ADDITIONS:

- Improvement to RTS building spawning system. (building should from now on always spawn with correct collision and in-side player detection system).
- Each building will now calculate player position based on the player local position of that current building rather than overall player position in the base. (fixes for ambient sound, oxygen transfer and light/shadow activation)
- New Buildable building added to the game (Power Storage).
- New blueprint added to the RTS system.
- Minor graphical improvement to CCC.
- Collision improvement to Trees roots.

Penkura Patch 0.1.1.5:

Dev-Com.

Patch 0.1.1.5 besides multiple small improvements, introduces 3 big changes to Penkura. First update is directed to our save/load system, "load game" section was written from the ground up, game will now load from 10 to 60 % faster depending on save size (Previous save files created on earlier version of this system won't be corrupted, system will adjust old saves to new system).

Another big update is directed to our camera/models rendering almost every model in Penkura was adjusted to new occlusion system which lowered render requirements up to 15 % in certain locations players on weaker machines should see a performance boost from these changes.

Last big update was done to our Biometer Ring.

From the start we planned Penkura to have an as minimalistic user interface as possible, because of that we need to provide the player with a lot of data in a different way. Handheld Map system already provides a lot of data on player and points of interest location, map size, but basic information on player status was accessible only by Biometer Ring, located on user's wrist, we feel that this is not enough.

From now on, Biometer Ring will provide voice cues in critical moments, such as when the player starts to lose oxygen, or his vital signs drop to a critical level. In future patches, we will add even more communication between the player and the game environment.

And as always, for more information about the updates, progress and known bugs please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

Patch 0.1.1.5

BUG FIXES:

- Hydrogel Purificator and Tirix Fusion Power Plant have visual errors in 3d holographic presentation.
- Text window blinks if multi messages are given at once.

IMPROVEMENTS/CHANGES/ADDITIONS:

- Ambient Occlusion added to the camera rendering process.
- Ambient Occlusion Checkbox added to Main Menu.
- New foliage type added.
- Biometer Ring now provides critical status by voice.
- Added Low Oxygen level, Critical Vitals and Below 40 % Oxygen audio cues.
- Biometer Ring now checks player status more precise.
- Changes to player Vital (positive or negative) are now printed on text window.
- Points of interest discovered by the bot will now be saved to the player map.
- Small improvements to foliage placement system (should be less empty spaces randomly found in the forest).
- Update to Trees level of details (small performance boost).
- Update to rock formation level of details and shadow render (small performance boost).
- Complete model change of all mountains.
- New Item added to the game (Neuclir the Antitoxin shot)
- New blueprint for crafting added to the game.

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- Save system now saves buildings energy and oxygen status.
 - New save system added to Penkura, should reduce load time and lower the chance for error while loading. (old save files will adjust to the new save system automaticly).
 - Improved occlusion to all Ancient structures (small performance boost).
 - Added new level of details to Hydrogel Tank Structure and improved occlusion (small performance boost).
 - Added level of details to Power Storage, Lamp, Ore Extractor, Tunnel Type (I, I Windowed, T, T Windowed, X) Solar Panels, and Beacon structures (small performance boost).
 - MMC and CCC are now occlude with the new system (small performance boost).

----- **Penkura Patch 0.1.2:**

Dev-Com.

After over a month we are finally able to release Penkura patch 0.1.2. It's a massive push forward in project stability, performance and most of all feature implementation.

While moving to a new engine version we used the opportunity to go back to all of our scripts, animations, materials and 3d models. Players should see a performance boost, their save/load time decreases, much fewer hitches and most of all, their older saves should be able to adjust them selfs to the new game version without much of a problem.

Besides adjustments, of over 70 % of the in-game code, two systems were written from the ground up, in-game 3d visual interfaces (all the screens on computers, door controls, biomatter and so on) and mission system.

Each in-game screen from now on will know what creates them and adjust their engine usages accordingly to make sure they take as little from the CPU as possible, while still updating all the necessary data in the background. This change should increase overall performance and project stability by preventing useless data from being stored in memory.

Missions system required a massive update, thanks to changes made to preload systems and in-game situation adjustments, we are finally able to not only update already implemented mission but add new without the need for the player to restart the game each "content patch".

The same concept of adjusting older saves to prevent players from restarting their entire game was implemented to over 41 background functions, systems and prerendered data (such as new items locations, building systems and of course new missions).

Thanks to all of those changes and implementation of new corruption prevention systems we are finally able to work fully on much-needed content patches.

And as always, for more information regarding the latest technical support, patches, and updates please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

Patch 0.1.2

BUG FIXES:

- Hydrogel Purificator is not presented correctly while building by C.A.T.
- Default Unreal Icon was set in place of Penkura.icon in task manager and toolbar.
- Unreal Icon appears on the Game Window with an incorrect name.

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- Penkura is shown as UE4Game in the Windows Task Manager.
 - RTS Arrow Connectors spawn inside buildings and already used connectors.
 - Stimpaks hover in the air if dropped from the backpack.
 - Load system won't remove Editor placed buildings from the game.
 - Save system won't add editor created content to new versions of the game if loaded from the older game version.
 - Missions log didn't save entire missions description on mission update, showcasing only the current point of the objective rather than all of them.
 - Tirix Fusion Power Plant provides energy even when it's turn off.
 - Tirix Fusion Power Plant emergency shut down didn't reset its animation.
 - Tirix Fusion Power Plant ambient sound plays even after being shut down.

IMPROVEMENTS/CHANGES/ADDITIONS:

- 59 animations of doors, tramps, player, buildings, etc. are adjusted for project transfer to new engine version.
- Clean up of 31 background calculation scripts (increase in performance by an average of 6%)
- Elimination of 132 empty ticks working in the background (minor performance boost)
- Project engine update to a newer version.
- Each screen showcasing building status is now refreshed only when the player is in the observation distance, rather than each frame. (small performance boost)
- MMC screen will refresh its information when the player is directly interacting with the machine or machine is in the process of item creation, rather than each frame (small performance boost)
- CCC screen will refresh only when a player is directly effecting RTS, BOT or Command Center status, rather than each frame. (small performance boost)
- All construction in the game calculates their Z position by the Z position of nearest "Command Center" rather than per construction. (lowers preload calculation)
- Small static object connected to each construction is now merge with the main building layer lowering objects to load. (small performance boost).
- Ore Extractor sound lowered by 20% and increase its range by 10%.
- Beacon sound lowered by 10%.
- Minor graphical improvement to Hydrogel Purificator.
- Save/Load system updated to remove buildings placed by developers if the player removes them by destroying them or dematerializing them.

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- RTS Arrow Connector System is written from the ground up with the use of a new tracing system.
 - RTS system will now provide energy and oxygen to all buildings in an asynchronous manner which reduces hitches on massive player bases.
 - RTS building snap system now calculates its position based on the building entrance/exit rather than building offset. (fix for small offset errors while placing buildings).
 - Significantly reduce RTS system calls and triggers when the game starts by an average of 70% (reducing the chance for any error and speeding upload).
 - RTS Arrow Connectors are now created based on RTS requirements rather than buildings. (reducing the number of unneeded objects in the game)
 - Buildings support legs calculate their position and offset based on the entire base position relative to their Z offset from the terrain before they are spawned in the game by the RTS system. (fix for performance hitch while placing a building).
 - Added object clustering system, merging distance object into a single mesh. (boost to a performance by up to 8% depending on the number of objects on the screen)
 - On load landscape, the foliage will now automatically disappear in and around buildings rather than slowly disintegrate as if the building was just placed by the player.
 - Atmo. Airlocks spawned by buildings (not directly by the players) will also disintegrate landscape foliage.
 - Lowers the amount of "game start" calculations made by each base from 52 to 9 dramatically lowering its CPU usage in the first few ms. (speeds up the game load and removes hitch at the start of the game from the base site)
 - Buildings and bots will now have pre-set base affiliation rather than on game start c.
 - Minor improvement to save/load system background calculation. (game load speed increase by around 10 %)
 - Computer controls for Doors and holographic pointers are now calculated per player effect, not in the game per tick manner. (small performance boost)
 - Added levels of details to:
 - | Gemini Main Temple
 - |
 - | Gemini Secondary Temple
 - |
 - | Gemini Cave System
 - |
 - | 7 sections of tramp tunnel
 - |
 - | All Gemini boxes, barrels and other containers
 - |
 - | Gemini Generators
 - |
 - | Gemini Underground base objects
 - |
 - | Gemini main base
 - |
 - | Gemini Lamps

|
| Gemini Tramp
|
| Gemini Tunnels and Registration Office
|
| Gemini furnitures
|
| Gemini NPCs
|
| Gemini Tramp elevator
|
| Hydrogel Purificator

- Minor improvements to Gemini Lights.
- Minor improvements to Gemini Occlusion system.
- Improvements to Atmo. Airlock Level of details (lights won't disappear at a short range)
- Save files are now tagged by the game randomly generated seed in preparation for any randomly generated systems in the future. (old save files before the change will adjust themselves automatically to new game version)
- Asynchronous load system will now load objects between 30 to 50 % faster. (depending on the save size)
- Save and Load system will now recognize editor (non-player) placed objects, systems, scripts, animations, and sound.
- Save system is now able to save and load scripts created by other scripts for gameplay purposes (for example randomly generated items in randomly generated storages with randomly generated effects)
- Improvements to Save/Load version conversion system (old saves will now much more smoothly adjust them selfs to a new updated version of the game, lowering need for new save files only to critical patch changes)
- Project clean up (reduction in game size)
- Audio volume adjustments for minor sound effects.
- Added "Lock" function to containers (at the moment nonplayer controlled). If the container is locked, a message will appear on player text board and sound effect will be triggered.
- Added randomly generated loot system to containers, and building containers.
- Added "player interaction" check for all storages, containers, backpacks, and machines that use storage system to prevent the game from recalculating their content after every load/save/new game.
- Dark Matter Cola texture improvemenet.
- Mission log is now able to update already updated part of the mission if the criteria of the missions changes, by the player or the background system.
- Mission log will now update entire descriptions and all pointers in the background if the player closed mission log with the mission already selected.
- Mission log will now print description and pointers only when player directly selects the mission (prevents minor hitches on mission update)

- Mission log doesn't have to be manually refreshed if the mission is updated while players are already interacting with. Godot Engine Penkura **Penkura Patch 0.1.2.2:**

Dev-Com.

Patch 0.1.2.2 released a little bit earlier than we planned. Introduces much-needed update to the "Overseer" (RTS System) part of the game.

Overseer system which is one of the main gameplay element of Penkura had few major changes in its way of materializing and dematerializing objects, from now on, every bot directly connected to "Overseer" system will be able to directly send messages to it about its status or activity. This should not only make using the "Overseer" system a bit easier but will also make every activity or errors made by bot more clear.

Another big update, after a lot of work we are able to implement our own navigation system to the game called "Lion's Path". This system allows us to control every AI in the game in all three dimensions, size of the AI, it's speed, turn rate and even its deduction speed can all be changed within this system which greatly speeds up AI development for future updates. For now, the entire system is used by C.A.T, which is used as our AI test in this scenario.

Also, we are starting to place new dialog triggers, missions triggers and event triggers around the entire playable landscape, those triggers will be soon used to implement much-needed gameplay elements, storyline progress, and NPC AI.

And as always, for more information regarding the latest technical support, patches, and updates please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

For more information about the patch please visit our Patch Notes Archive.

LINK ----> <http://penkura.com/patch-notes/>

Patch 0.1.2.2

BUG FIXES:

- C.A.T won't speed up above its maximum allowed speed.
- Unconstructed buildings will be added to the build request list after loading the game.
- C.A.T animations will properly play when dematerializing buildings.
- Gate at cave entrance will now register player use key.
- Tunnel I Windowed, Tunnel T, Tunnel T Windowed, Tunnel I, and Hydrogel Purificator won't affect items physics.
- Oxygen Tanks didn't trigger physics activation on the drop.
- Dialog Cues won't be ignored if we activate them with a possessed bot.

IMPROVEMENTS/CHANGES/ADDITIONS:

- Added in-house 3d navigation system "Lion's Path" v 1.0.
- Overseer Screen (RTS mode) have an additional button "Log".

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- Overseer Screen will now showcase a base message board used by C.A.T.
 - Overseer Screen "Leave" button is moved to the right to give space for the message board.
 - C.A.T now uses "Lion's Path" system to set path to the requested building.
 - C.A.T will now smoothly rotate towards the correct building when flying to it.
 - C.A.T now understands its maximum speed, max rotation speed and corresponding systems allowing it to smoothly change its location.
 - C.A.T provides information about its status by sound and Text as a form of in base communication (audio can be heard by everyone in the base, text only in the Overseer system).
 - C.A.T will now print proper log information to Overseer Screen (RTS mode) adjusted by reason, affected building/object, and base status.
 - C.A.T will now use a new sound effect to inform about an error.
 - Two new sounds added to C.A.T behavior.
 - C.A.T is calculating position and requests of every building in the base by itself rather than requesting information per instance from the base dome. (minor performance boost)
 - C.A.T AI will now decide by itself the proper procedure of every action depending on location in the base, amount of resources, amount of energy, and priority of action/request.
 - C.A.T materialization ray now produces 2000 radiation and heat damage in the affected area, which will disintegrate all organic matter.
 - Added safety Holoposters to Command Center to inform the player about the Materialization Ray.
 - RTS system is merged with the base system to save performance when checking data for construction purposes.
 - C.A.T added new dematerialization systems for buildings that will match materialization.
 - Redesign of the M.M.C user interface to keep all interactive parts of the interface in the close proximity of each other, while providing more space for important parts of the UI.
 - M.M.C storage lowered from 30 to 12.
 - 29 Material optimization (minor reduction in ram uses)
 - Shadows and lights visual update and minor performance boost.
 - Minor adjustments to C.C.C bot and building presentation.
 - Added sound effect for storage and inventory when moving items between slots.
 - Added sound effect for Storage "Take All" button.
 - Small update to Karenos Landscape. (Additional foliage, minor fixes to terrain, and new normal maps to grass and sand)
 - Wall Gates now use the same operating system as every other door in the game.

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- Foots steps sound (Metal) volume increase by 80 %.
 - Visual update to Polan Crystal.
 - Visual update to Oxygen Station.
 - New Dialog triggers added to Karenos.
 - Missions activators, and event triggers set in preparation for the next patch.
 - Optimization of 33 materials (lowers Memory requirement, and stables its workflow when fully loaded).
 - Minor Text corrections.

----- **Penkura Patch 0.1.2.1:**

Dev-Com.

Patch 0.1.2.1 introduces a new item, new features, bug fixes but most of all a much-needed project clean up from all pass systems that could have affected the stability of the entire project.

Penkura went through many engine version and player request changes that affect a large number of game systems, this patch will make sure that all those changes won't affect players saves and improved in-game gameplay elements.

With the patch, we also introduce a quick reference bar to make inventory management a bit easier, fixes for the audio system, inventory system, and RTS system.

And as always, for more information regarding the latest technical support, patches, and updates please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

For more information about the patch please visit our Patch Notes Archive.

LINK ----> <http://penkura.com/patch-notes/>

Patch 0.1.2.1

BUG FIXES:

- Command Center didn't calculate it's energy correctly.
- Player won't be able to select and swap empty slots in the inventory and storage.
- Inventory slots properly reset their function if we closed inventory/storage with slot selected.
- The object won't fall through the landscape in a larger cluster of objects
- Doors Open/Close sound won't stop playing if sound effect settings ever are set to 0.
- Fix for doors open event triggering animation after few seconds of delay, rather than instantly.
- Fix of 53 background calls to nonexisting objects.

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- Karenos outdoors Ambient won't restart if anything makes any sound louder than the ambient.
 - Buildings ambients won't stop playing if too many sounds play at once.
 - Opening door sound effect won't take priority to mute interface activation sound effect.

IMPROVEMENTS/CHANGES/ADDITIONS:

- Quick Reference Bar added to the game (similar to hotkey bar, reference bar will not directly contain items but will allow a swift check and use of an item from the inventory or inform the player that the item is no longer in his possession)
- 5 Quickslot controls added to the controls tab.
- Save/Load system will now save quick reference bars and load them to correct characters within the game.
- Every character able to be possessed has their own Quick Reference bars with the correct size depending on character equipment and in the future skills (At the time maximum of 5 slots).
- Optimization of all outer armor textures (buildings). (lowers memory requirement)
- Optimization of all normal maps mega atlases. (lowers memory requirement)
- New Component type item added to the project (Basic Electronic Repository)
- Basic Electronic Repository blueprint added to the MMC.
- Scanner blueprint rebalancing.
- Improved Save/Load System to allow Saving and Loading Underground Ore Deposits.
- Underground Ore Deposits content and discovery marks are now saved and their data transmitted directly to RTS system (Overseer System) on load.
- Minor visual improvement of all crystalline liquid panels (all type of solar panels).
- All Item based objects (stimpak, neutrino bar, ore and so on) can now detect the player location and based on it change their own detail settings, visibility, shadows quality, and physics to increase overall performance.
- Item-based objects have a much more sensitive collision detection which should prevent object clipping, falling through the landscape and flickering when objects are hitting each other at larger speed.
- A small adjustment to notification messages only high priority notification such as tutorial messages will have a sound notification.
- Improved visual effects of holo sing.
- Refresh of all door animations in the game with the use of the new float base animation system.
- Doors sound effect is now spawned in the correct location within the door and destroyed after the correct event.
- Construction bot call sound effect lowered to reduce audio clipping.
- Doors locked / incorrect password / open sound effect lowered to reduce audio clipping.

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- Holographic Character presentation takes over 95 % less Memory to properly showcase all post-processing effects.
 - Pener-07 Ammo Screen scaled up to fit the weapons screen.
 - Ore Extractor dig sound effect lowered by 20 % and sound range increase by 30 %.
 - Added direction sings to Epsilon Base.
 - Added Level of details to Karenos Landscape (minor performance boost)
 - Light improvement in the Gemini Base (minor level performance improvement)
 - Additional security added for all buildings to make sure that correct "plug" is loaded after starting the game from older saves.
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