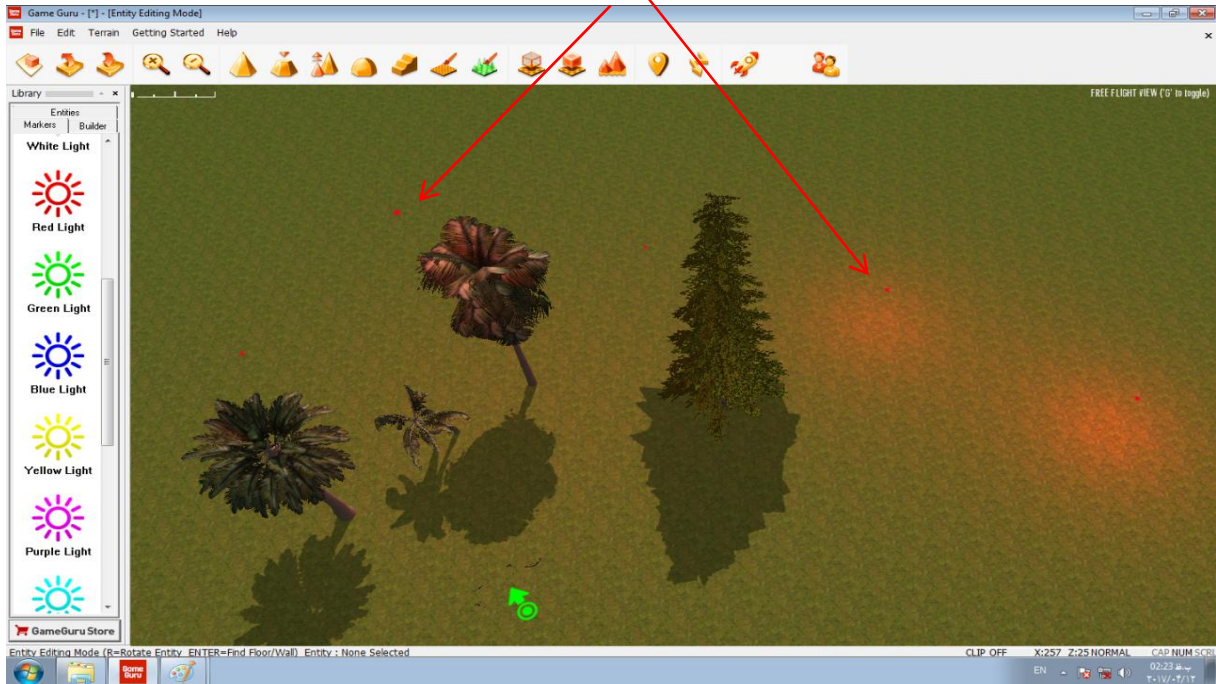


Problems at GameGuru PUBLIC PREVIEW

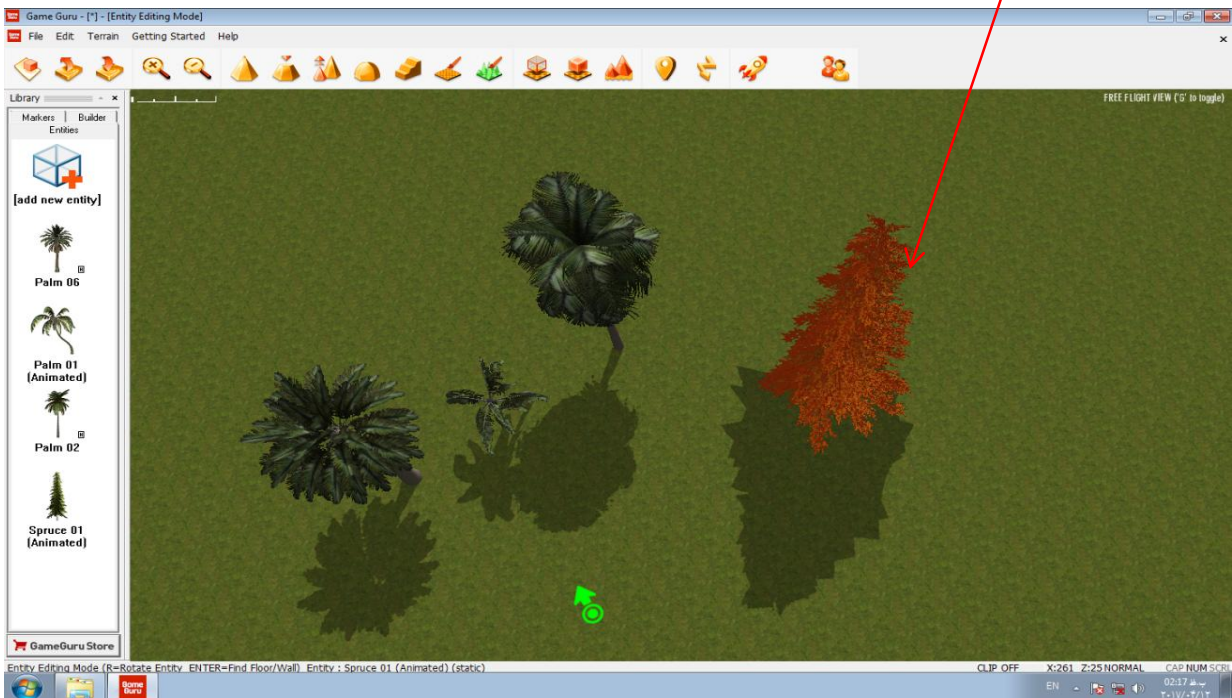
1

Fade and dying lights still exist



2

Some effects are not shown for some objects - Especially for plants
Such as: Dynamic or Static - or the sign of painting = After clicking i

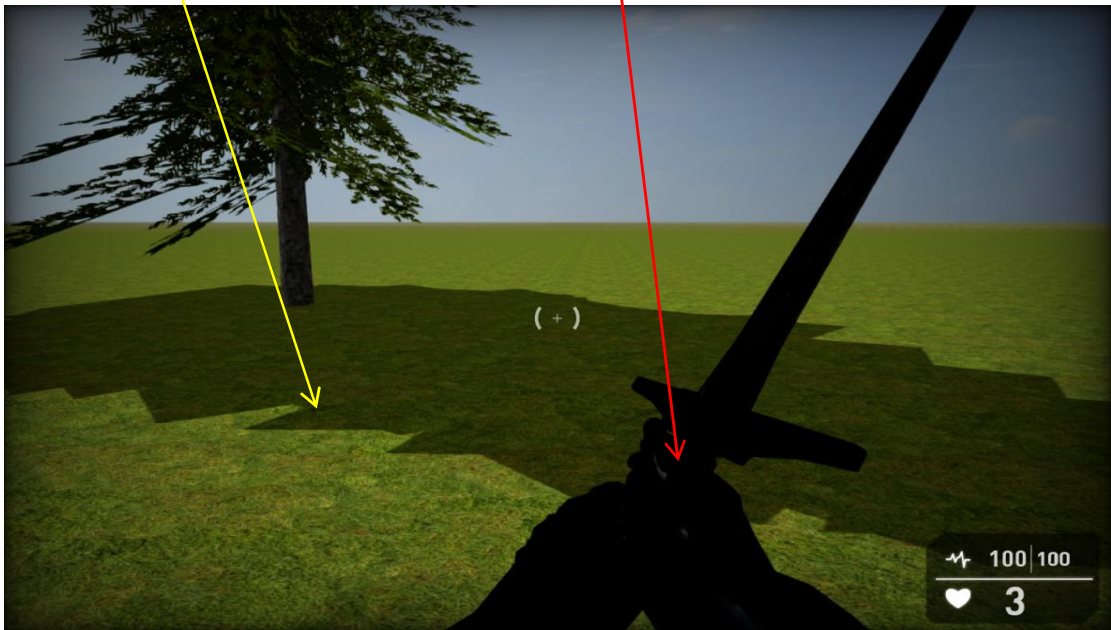


3

The shadow of some bad trees

4

Shader and material of medieval weapons can not be seen



5

The enemy's weapon is not shown



6 The shot is very shiny and transparent



7 Crosshair weapons are not shown



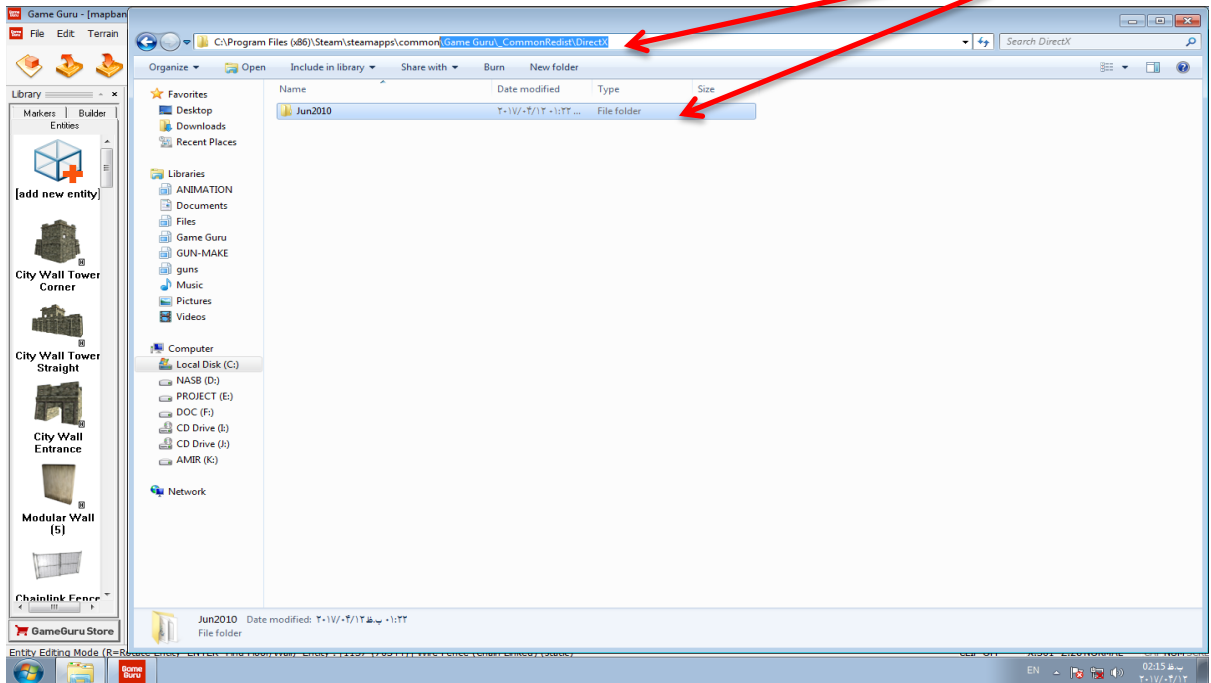
8

The speed of working in the environment is very low - for the big stages, of course



9

DirectX directory has not been updated in the folder --- Now version 10



10

I think the render of the previous version was more beautiful and more transparent

Of course, in some cases - like trees and their shadows

But - the rendering is in the new version of the cartoon and fantasy and it is very opaque

Render previous version



Render the new version



Render previous version



Render the new version



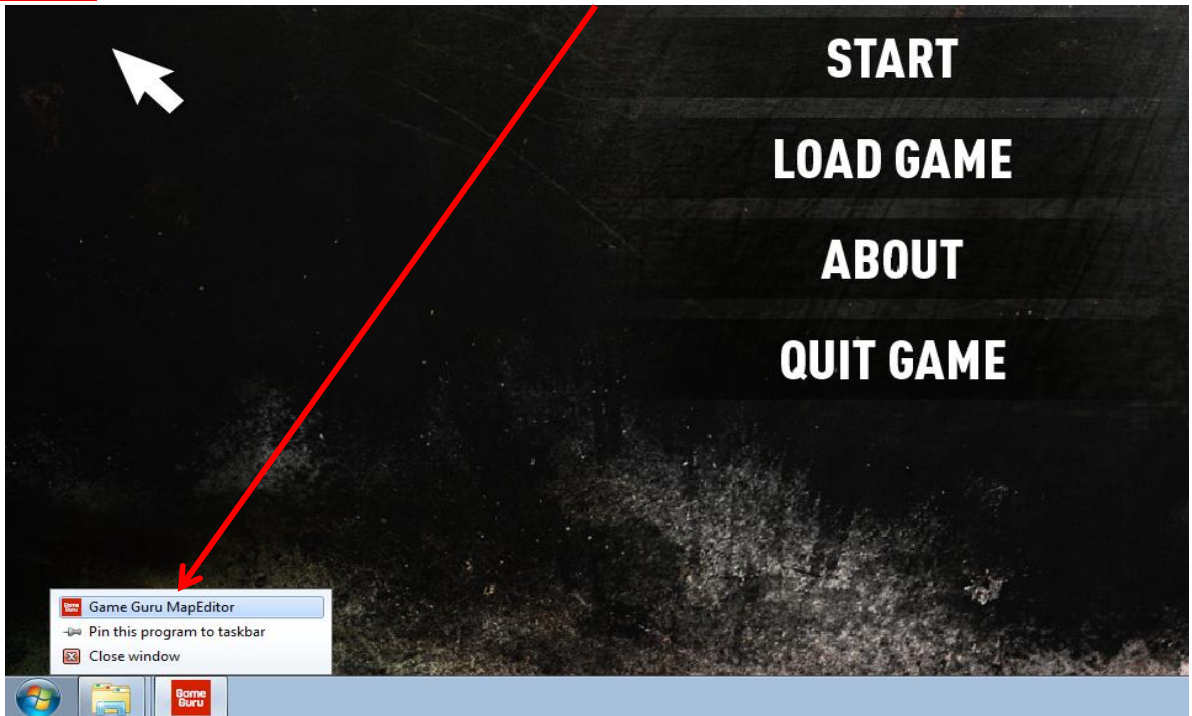
Problems after Save Standalone

1

It was supposed to create a popup menu. But not done.

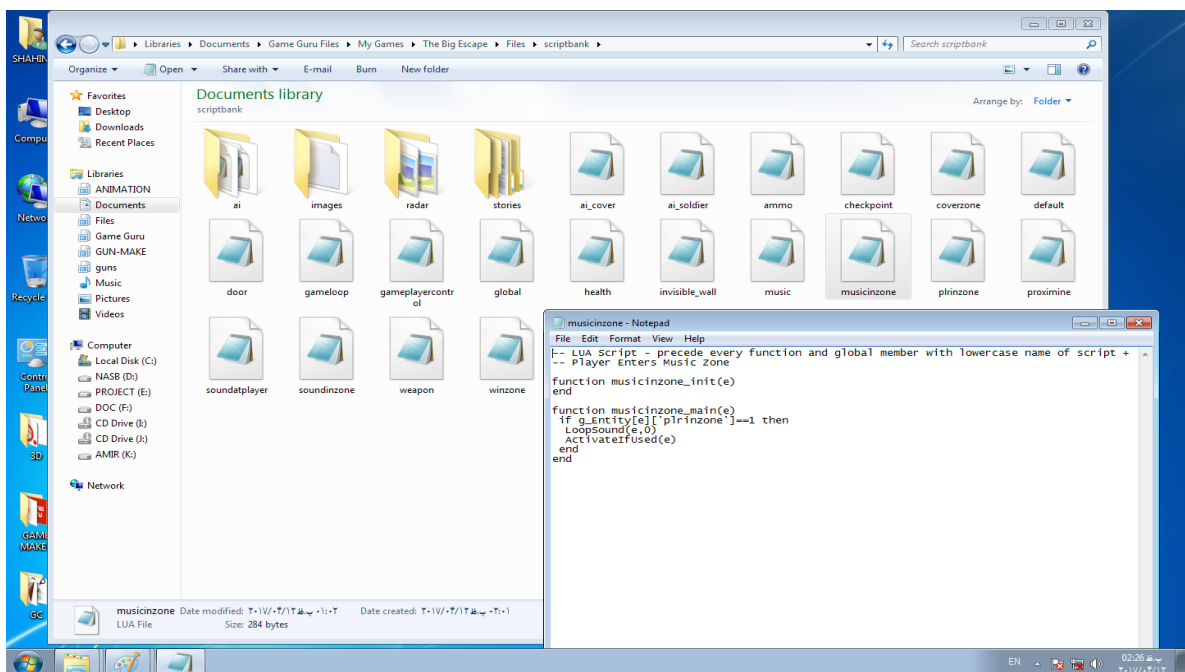
2

There is an icon problem and its description



3

There is a risk of opening and manipulating scripts



4

The loading speed of the stage is still low and slow



5

The speed of the game is slow - In the previous version, run speed was better



in Expansion Pack (Classics pack) --- There is a problem with AI and Texture

