**Psycho Pass – Town Demo Update 1 Bug Reports**

* After 5-10 min staying at building with windows and firing zombies through window (Left window was hided) after exiting the building fps drops to 2-7. FPS normalize when some object is hided (even from outside) and drop when objects unhide and stay low until something was hide. Total game time was 20-30 min. I think that problem is in hide/unhide system (Array?). On other tests everything was fine with hide/unhide.