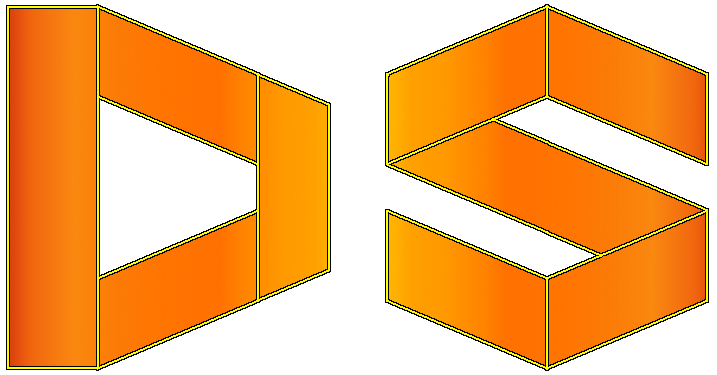
**Ermac Voxel Game v 14 (NITROGEN)**

**Light Support Version**

**“NEWGEN”**

**Game name: “Demolition Synergy”**



**FEATURES:**

* Both music and sounds can be played from the game.
* Game can be run in debug mode (requires setting it to true in .ini file). It includes writing log into the file. [JSomnia]

File is named according to the current date and time.

**CHANGES:**

* [Light support version] -> maximum number of blocks lowered to 20000.
* [Light support version] -> water effects are not longer supported.

**FIXES:**

* Reading water effects from the ini.
* Random level generator generates blocks correctly (same number that was requested).
* Loading randmax.dat doesn’t result in “loading level failed!”.
* Removing fluid blocks doesn’t result in crash when level is loaded. [TODO updating camera and fluids].
* Chunk function which check in which chunk is certain block is now fixed.

**Available commands:**

In order to type command which is equivalent to options setup press key “~”.

* fps\_max<num>, fpsMax<num>: allowing to change max fps (it must be positive number).
* resolution<width><height>, res<width><height>: allowing to change resolution (min resolution is 640x480 whilst max is your native resolution).
* fullscreen: makes your game run fullscreen.
* windowed: makes your game run windowed mode.
* v\_sync <bool>, vsync<bool>: whether or not you wanna vsync on or off. If it’s on (you’ve set it to true) your fps is capped to your monitor refresh rate.
* water\_efects <bool>: enables (true) or disables (false) water effects (such as reflection).
* mouse\_sensitivity<num>, msens <num>: sets mouse sensitivity to this value.
* music <num>, sound <num> : sets respectively music and sound volume to this value.

**Notes:**

* Game uses LWJGL 3.2.3 since v 02 (BELARUS).
* Game requires Dual Core processor with support for at least 2 threads. Game implementation is multithreaded (at most time 2 threads will be active + 1 additional thread if random level generator is being used or when loading or saving level is in progress).
* Running the game requires OpenGL 2.0 (on graphic cards since April 2004) or later.
* Game is implemented using Java version 1.8. (requires 1.8 or higher).
* Light support version is lighter version of original designated for computers which are lower spec and prior generations.