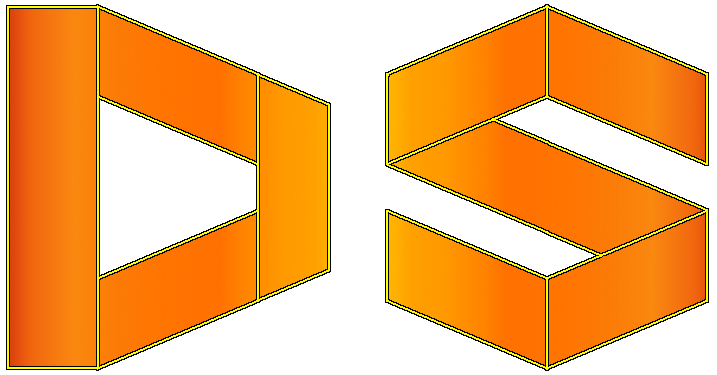
**Ermac Voxel Game v 17 (RELIC)**

**Light Support Version**

**“NEWGEN”**

**Game name: “Demolition Synergy”**



**[RELIC]**

**FEATURES:**

* Use F12 to save screenshots.

**CHANGES:**

* Changes to game loops affecting fps.

**FIXES:**

* Update per second is displayed correctly.

**[PHOSPHORUS]**

**FEATURES:**

* Menu interaction using mouse besides keyboard. Cursor implemented.

**CHANGES:**

* Changes in block add/removal resulting in faster block operations, faster level generation, level saving and loading.

**[OXYGEN]**

**FEATURES:**

* Single player has been unlocked. Player is able to wield one of the six guns (Beretta pistol, SMG P90, Shotgun, Assault rifle AK-47, M60, Sniper Rifle). However there’re no animations for these guns. Neither fire or alt-fire have been implemented yet.
* Entering single player will cancel editor mode and prevent modifying the level unless player choose to go into editor and load level again. Player will be prompted “Start New Game?” and if answer is yes or y game will switch to Single Player mode.

**CHANGES:**

* Game support modifications. Make your own dsynergy\_lsv.zip archive or make folders as they’re in archive structure by entries. Game will first check for files in those folders and if they’re not found then will those from archive. Not having game assets at all will result in error.

**KNOWN ISSUESS:**

* Player weapon will be drawn behind blocks if player is close enough to blocks or cause collision with them.

**[NITROGEN]**

**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.