

Changelog v22 devRelease

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1 Changelog for dev release v22:

Issues Resolved:

1. Read_file when new profile created.
2. Reduced size of the uname_acceptance BMP as well as the text_image created using allocBitmap().
3. Cutscene display function under test environment – needs more work. Primary part completed to a certain extent.
4. Bug in handle_event function removed – specific checking enabled for in-game and start-game.

Issues to be resolved:

1. Design cutscene display function – check proper levelNum and missionNum for this. Work is underway.
2. Correct the algorithm for redisplaying the cutscene based on the missionComplete status.

2 Note to developers

This is another update. Work is going on. I have some distractions coming up and these might get stronger in the near future. I just want you guys to pray that I can get what I want to create/do.

P.S. I thought of not naming this update as v22 dev release but for some reason I thought what the hell.

Happy Coding!!!