

Changelog v26 devRelease

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1 Changelog for dev release v26:

Issues Resolved:

1. `distort_frame()` function created for displaying screen disturbance.
2. First part of the cutscene display enhanced.
3. `distort_frame()` sfx has been played for once.
4. Major redesign of the `libSound` module.

Issues to be resolved:

1. Finish cutscene display of the `levelZero` part.
2. Make the cutscene display a bit realistic so that the gamer reads the stuff that is being displayed.

2 Note to developers

Hello fellow coders, I am sorry for the late update. But this was because of the low number of inputs from other people. However, now the update is here. You will love it. The `libSound` module has been redesigned for robust performance. The earlier version was giving huge issues, that might have happened because of my sloppy coding. Even though I changed, I seemed to get into more and more trouble. Hence the redesign. Still now, I am having some problems. But this update is necessary since this marks the first sign that the cutscene display is about to end.