# Champions of Aerial - Patch notes

## 1.1

* Fixed a bug where the skill tree would show incorrect player icons.
* Fixed some spelling errors in the tooltips and in the skills descriptions.
* Particle count are now lowered on the different quality presets to improve performance on lower settings.
* Added controller icons in the options menu to clarify that a controller can be used to navigate the options menu.
* The main menu can now be controlled with the mouse pointer.